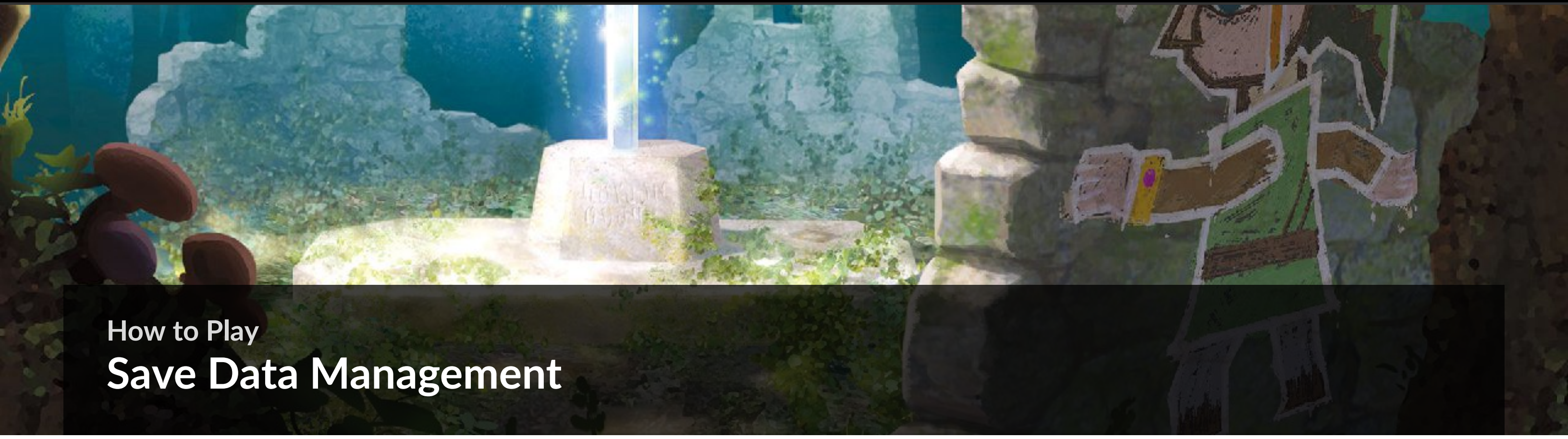


How to Play

Save Data Management

From the File Select screen, you can select a new save file, and then name it. Be advised that whatever you name the file, that's what your hero will be called throughout your adventure. So if you name your file Doughnut, Link will be stuck with that moniker for the duration.

Saving Your Adventure

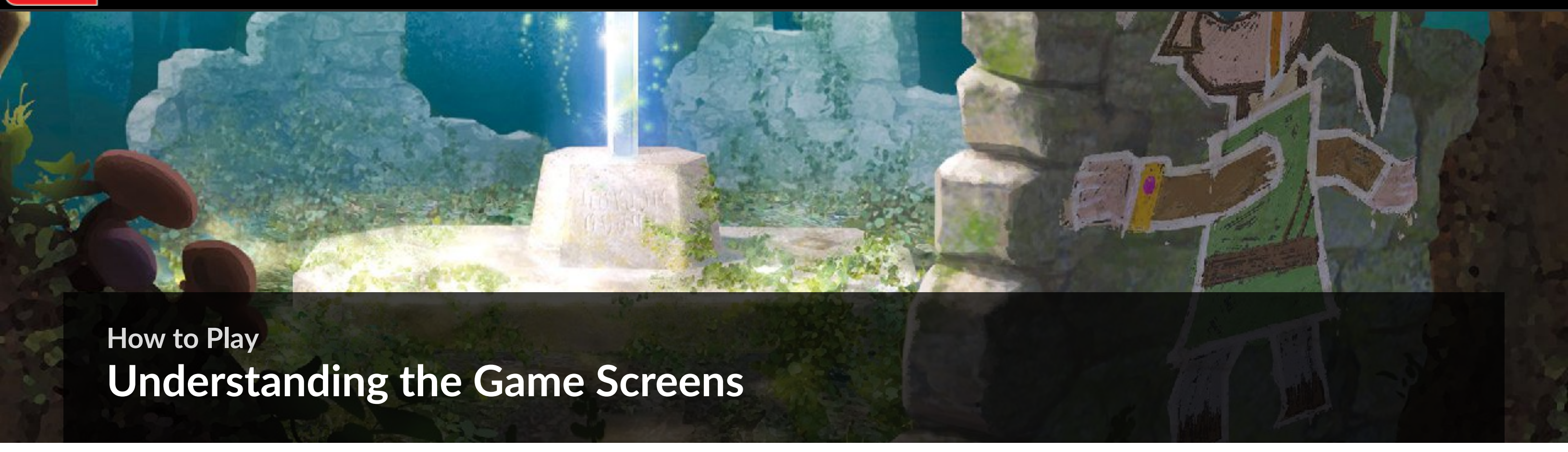
Throughout the game, you can save the game using weather vanes. These chirping, bird-shaped weather vanes are scattered throughout Hyrule and Lorule near important locations. To save, simply select the weather vane with and follow the prompts to save your file. Save every time you come across a new weather vane! Once you discover and interact with a new weather vane, it becomes an icon on the map and can be selected as a fast-travel location. Whenever you locate a new weather vane, be sure to save!

Copying and Saving Progress

The game allows for copying your save file to another file slot. Select the file that you wish to copy, then select the file slot you wish to copy to.

Caution

If you don't have any free file slots, you can delete an existing file to make room for a new or copied file. Be careful when erasing files. If you erase a file, you cannot restore or retrieve it afterward.



How to Play

Understanding the Game Screens

The screen animations and icons for *The Legend of Zelda: A Link Between Worlds* are split among the Touch Screen and the 3D Screen. Regardless of whether you are in the overworld or in a dungeon, the Gear and Item screens remain the same.

In *The Legend of Zelda: A Link Between Worlds*, Link can travel between Hyrule, the light world, and Lorule, the dark world. While the Touch Screen icons remain the same in the each world, some locations or features in the world are altered or completely changed.

Top Screen

Life Gauge

This is the number of heart containers Link currently has. These deplete whenever Link receives damage. If Link receives too much damage and his life gauge becomes completely empty (and you do not have a fairy in a bottle to revive him), he will faint, forcing you to the Game Over screen. Link's heart containers deplete in quarter, half, or whole heart increments, but can be restored by fairies, potions, hearts, and other consumables. Link can increase his life gauge by finding pieces of heart, which are spread out across the overworld and dungeons.

Energy Gauge

The purple meter on the left side of the top screen shows Link's remaining energy. This does not appear until a certain event unfolds in the beginning of the game. Your energy gauge depletes whenever Link uses a quest item. For instance if you fire your bow, the energy gauge depletes after each shot. Recover energy over time or recharge it completely with energy potions.

Action Icon

This icon appears as an action option when Link is next to objects or people that he can interact with. Use it to open a treasure chest, pick up a rock, push a switch, merge into a wall, and converse with townsfolk, along with many other actions.

Bottom Screen

Map

Whether you are roaming Lorule or Hyrule, or exploring the depths of a dungeon, this map is the key to navigating the area. Certain icons, such as weather vanes and fissures, appear on the map for a quick reference.

Floor Tabs (Inside a Dungeon)

While in a dungeon, tabs appear on the map's left side. When touched, they switch the map to the floor selected. This helps you quickly see which doors are still locked and what rooms have not been entered. If Link found the compass, the map also shows any still-unopened treasure chests.

Zoom

Zoom in and out of the map for a clearer view, which helps clarify the details of the world's terrain. Zoom close up to see what route to take, or zoom all the way out to get a general overview.

Lost Maiamai Icon (In the Overworld)

Selecting this indicates how many lost Maiamai are left in every region of the map. This is a great guide when you begin collecting the 100 lost Maiamai that are spread across Hyrule and Lorule.

Map Pin

Touch and hold to select the pin, and use it to mark an area on the map. Don't ever forget that certain treasure chest that you cannot reach at the moment. Just put a pin in it! Tap your map pins to change their color to red, yellow, or blue.

Rupee Total

This shows the total number of Rupees you have. You can carry as many Rupees as you want from the very start of the game!

Equipped Quest Items

This shows which quest items are currently equipped to % and ^. Select the Item tab to open the Item menu to select the quest item you want to equip. At a certain point, you gain the quick equip ability, which lets you conveniently switch out items by pressing and holding either the or equipment boxes. This opens a vertical mini item list; scroll up or down through the available quest items to quickly swap out quest items on the fly.

Equipped Sword

This shows which sword Link has currently equipped. His sword is always stored to . When Link gets a new sword, or upgrades the Master Sword, the image of the sword is updated here.

Light and Dark World Icon

Tap this to toggle between the Hyrule and Lorule overworld maps. Link must travel back and forth between worlds frequently, so use this tab as a quick reference for navigation.

Bell

Once Link meets the witch Irene, she gives him a bell that will summon Irene or her broomstick in an instant. You can then fly to any discovered weather vane throughout Hyrule or Lorule. How convenient!

Note

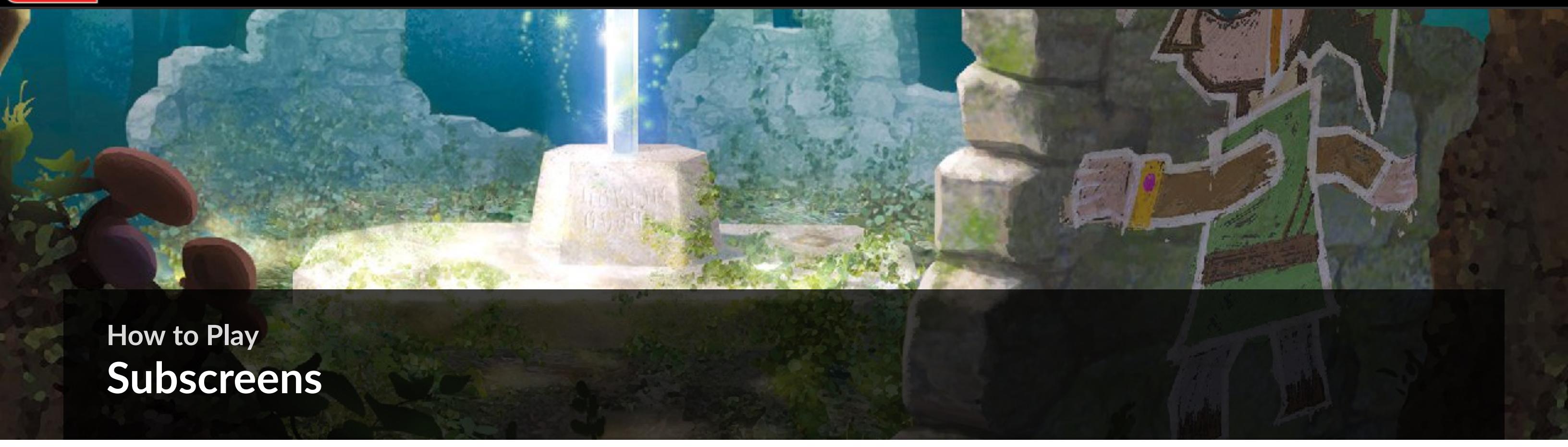
The bell cannot be selected from within houses or dungeons.

Gear

Tap this icon to get a quick view of the gear that Link has equipped, from weapons to clothing. The better his gear, the more Link can endure, so be sure to obtain every piece to create the ultimate hero.

Items

Tap the Item tab to view your quest items. You can equip items to and , or simply organize your equipment however you want it. Organized weapons are happy weapons! Link can obtain a pouch to increase the number of items that he can equip.



How to Play

Subscreens

Select the tabs on the bottom of Touch Screen to open up subscreens, allowing you to equip or sort quest items, or view gear that Link has obtained throughout his journey.

Gear Subscreen

This screen shows the gear that Link can equip once he's found it. This screen also shows key items that are needed to progress through the game, as well as special items that can be used for enhancement.

Equipment

Unlike the items that you must equip manually in the Item screen, these pieces of gear are equipped automatically when Link obtains them in the field. The first slot is for Link's sword, the second slot is for his clothing, and the third is for his shield.

Key Items

This next six boxes, just below your equipment, contain the key items that Link obtains after succeeding at a certain task. These items equip themselves automatically once obtained, and will help you access new areas.

Pendants

At certain points in the game, Link collects the three Pendants of Courage, Wisdom, and Power. These appear in three circles on the right side of the Touch Screen. These cannot be equipped like gear or quest items, but they're critical for obtaining the Master Sword.

Paintings of the Seven Sages

These seven oval slots hold the paintings of the Seven Sages after you have rescued them from dungeon quests. Link needs these to access Hyrule Castle in the latter part of the game.

Pieces of Heart

On the Touch Screen's bottom left, this heart container becomes filled as Link obtains pieces of heart that are scattered throughout Hyrule and Lorule. Each piece of heart gained fills a quarter of the heart container, meaning Link needs four pieces of heart to fill the container once. Once the container is filled, an extra heart is added to Link's life gauge.

Special Items

This last row holds any collectible items that Link discovers in the overworld, such as monster horns, monster guts, monster tails, and Maiamais. These items allow Link to gain upgrades or have potions made.

Item Subscreen

This screen holds all the quest items that Link has collected. These can be equipped to either or by scrolling over and selecting them or by touching them and dragging and dropping the item into the or boxes. Later in your journey, you gain a quick equip function that appears as a vertical menu when you press and hold either or equipment slots on the right side of the Touch Screen. Simultaneously, a new slider tab appears at the bottom of the Item screen. Sliding this helps arrange your equippable items, making the quick equip function even quicker!

Tip

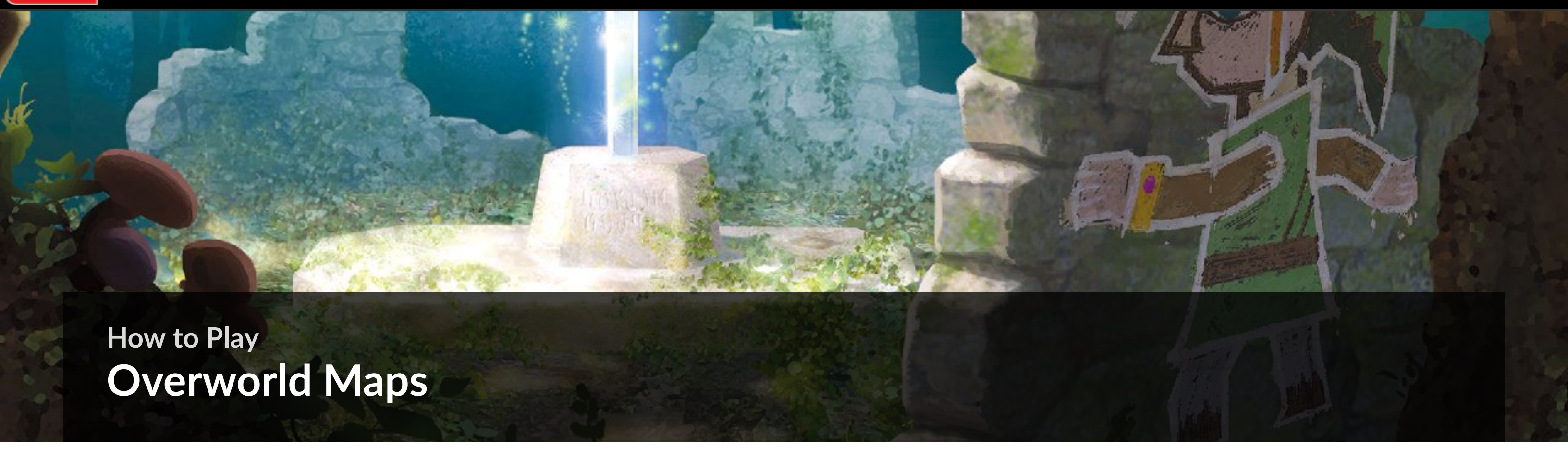
Try moving your frequently used items, such as weapons and tools, to one side of the Item screen, while leaving lesser used items on the other side. Then, slide the tab so that the divider line surrounds your frequently equipped items. Doing so ensures that your commonly used items are the only ones that appear on the quick equip submenu. Switching between your items can now be a more streamlined process.

Game Over

If Link falls in battle, the Game Over screen appears with two options. You may choose to retry and continue from where you fell, or quit and restart from a saved game. If you choose to retry, you lose any weapons that you were renting from Ravio. If you choose to quit, you are returned to the Title screen to reload your last save.

Tip

If you have the extra Rupees, be sure to purchase (rather than rent) as many weapons that you can. That way, if you fall in battle, you can keep your weapons when you retry.



How to Play

Overworld Maps

Hyrule and Lorule

The maps in this game are divided into light (Hyrule) and dark (Lorule) worlds. Learning to navigate these areas is the key to finding your way around the overworld. Some areas are accessed differently depending on which world you are in.

Tip

If you select the Lost Maiamai icon on the Touch Screen, colored sections appear on top of the map. This creates an easy way to explore the map in sections, especially when searching for hidden caves, pieces of heart, or lost Maiamai.

During your adventure, a red X on the map points out the next major destination meant to move the plot forward.

Note

The map also shows different castles and temples as well as any discovered weather vanes or fissures.

Dungeon Maps

Once you enter a dungeon, the map shows what level you are on. Dark rooms are undiscovered rooms, and once a room has been discovered, the room brightens, making it easier to understand where you have or have not been. After Link finds and collects the compass, every treasure chest appears on the map. Most dungeons have multiple floors; select the floor tabs on the map's left side to search for unopened treasure chests or undiscovered rooms.

Tip

To make tomb raiding far less stressful, collect the compass as soon as possible. The walkthough shows how to find every compass.

Maiamai Map

On the map's left side is the Lost Maiamai icon. Touch this icon to display colored sections on the map, sectioning off portions of the map with a number on each section. This number corresponds to the 100 lost Maiamai left scattered throughout Hyrule and Lorule. Lost Maiamai chirp when Link approaches their position. Some are hidden in plain sight, while others may be underneath rocks, atop trees, stuck on the side of walls, or even underwater. After you have collected at least 10 lost Maiamai, you can take them to the Mother Maiamai. In return for finding her precious little runaways, she will upgrade one of your weapons.

Note

Mother Maiamais will only upgrade weapons you have purchased from Ravio. She will *not* upgrade rented weapons. If you collect all 100 Maiamai, she will give you a special move, called the great spin attack, which becomes incredibly helpful during certain minigames and dungeon bosses.

Fissures

Fissures are gateways or cracks in the walls spread across Hyrule and Lorule, allowing Link to travel between worlds. Press to wall merge and slip through the fissure to the other world. Fissures, once found, appear on the map, and Link can travel through again at any time. Some areas can only be accessed by traveling back and forth through these fissures, because the terrain is so different between the light and dark worlds.

Note

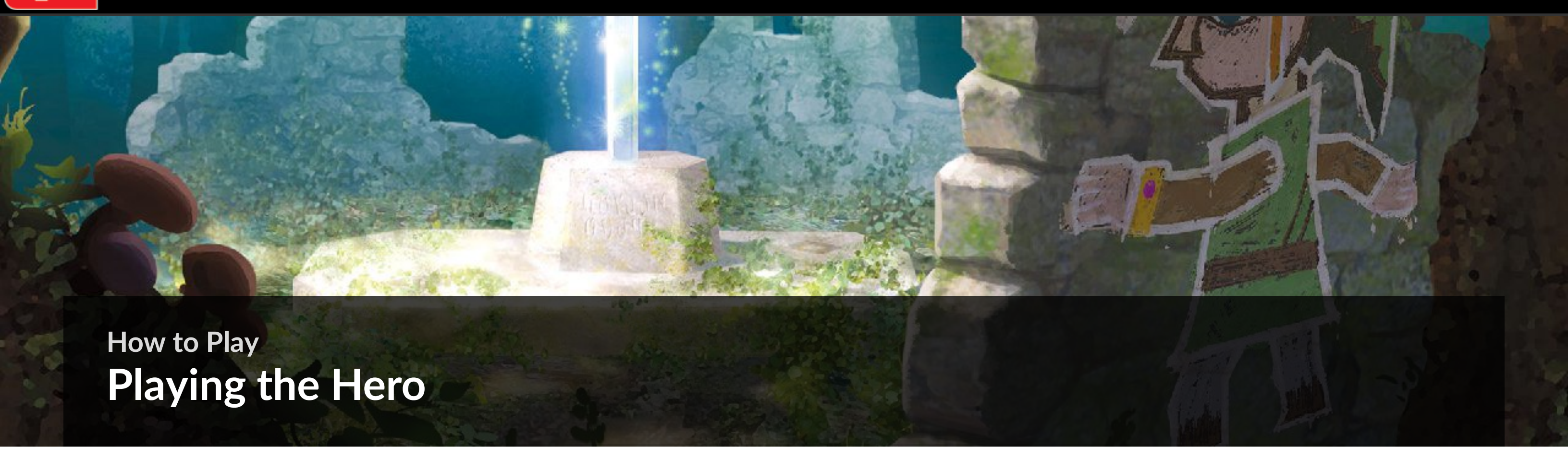
For example, if Link's path is blocked in the light world, he may be able to use a fissure to travel to the dark world, where the path is open. Traveling through fissures between worlds is very important to be able to complete everything in the game.

Weather Vanes

Weather vanes allow you to save your game, but they also double as fast-travel access points. Once you have discovered a weather vane and interacted with it (by pressing), you can travel to it from anywhere in the overworld at any time, simply by selecting the bell on the Touch Screen to summon Irene.

Note

Remember, if you discover a weather vane in the light world, it will not be discovered in the dark world. You must locate each world's weather vanes separately.



How to Play

Playing the Hero

The Pause Menu

Press bring up the Pause menu. This allows you to pause the game and take a break. From there, you can select Continue to proceed, or tap Quit to return to the Title screen.

Controlling Link

Circle Pad: Move Link in all the necessary directions

: Move the camera to get a better look at your surroundings/Scroll through menu items and screens

: Action Button (Speaking to people, lifting and throwing objects, wall merging, opening doors, diving underwater, etc.)

: Swing your sword/swim/cancel commands, back out of menu screens

: Use equipped quest item

: Use equipped quest item

: Press and hold to sprint with the Pegasus Boots

: Press to raise your shield to block/Press and hold to keep the shield up for long periods

: Opens the Pause menu, which allows you to select Continue, or Quit to go back to the Title screen

Moving About

Walking

Use the Circle Pad to move Link in the direction you want to go. This works on land, in the water, and during a wall merge.

Sprinting

Sprinting becomes available once Link has received the Pegasus Boots. Hold to make Link run in place, then release to launch Link forward in a sprint. You cannot control his movement once he starts sprinting, so pick your direction wisely and let him go! Sprinting with the Pegasus Boots knocks enemies back and damages them. It also allows Link to plow through bushes. Target a tree or statue to knock down lost Maiamai or Rupees. Beware of Bombs and Bees when sprinting on trees!

Swimming

Link can swim after he performs a task for the Queen Zora and is given Zora's Flippers. The Circle Pad still controls Link's movement. While in deep water, Link can dive by pressing . This helps you collect Rupees and lost Maiamai. If you feel like staying above water, press to command Link to swim. One button press corresponds to a stroke, so repeatedly press to have Link swim at a constant pace.

Tip

The trick is to press to stroke, then once Link has taken the full breast stroke, press again. With the right timing and accurate button presses, Link will swim quickly and smoothly.

Wall Merge

A Link Between Worlds introduces a new and unique move: wall merging. After a certain event early in the game, Link gains the ability to merge into walls in the form of a painting. To use this ability, press when Link is next to a wall. This ability also allows Link to navigate between the light and dark worlds using fissures. This is also key to solving puzzles in dungeons, accessing lost Maiamai and pieces of heart, as well as reaching pathways to hidden dungeons that are otherwise unreachable.

Pushing/Pulling

Some dungeons require Link to push and pull objects onto switches, or to pull levers to trigger an event. Dothis by pressing and holding .

Tip

If you see a floor tile that is out of place or heavily outlined, it's likely that something needs to be pushed or pulled to rest on top of that switch.

Conversing

Press to speak to the locals. This is a great way to gain information or clues. Some people may provide subtle hints concerning important special or hidden objects. On the other hand, some civilians are just plain odd, and provide some comedic relief.

Tip

Some people are not very forthcoming, and Link may need to speak to them more than once to pry the right information out of them. Spending an extra few seconds to speak with a certain person a second or third time might result in getting that question answered.

Camera Competency

A Link Between Worlds is a traditional, top down style camera angle. While you can't look straight ahead, you can see everything that is happenening around Link, making answers to puzzles from within rooms much easier to deduce. Wall merging reduces your view sometimes, so memorize the surrounding area before merging.

Tip

Sometimes you cannot walk any further in a certain direction, leaving whatever you're trying to view just outside the camera's angle. Press a direction on to move the camera even further in that direction, allowing you to see what you otherwise could not.

Live By the Sword

While Link relies on you, the player, to produce the brain power to overcome obstacles and puzzles, you will rely on Link and his precise and true sword strikes. With proper guidance, Link's sword can overcome even the most monstrous of foul beasts in either world.

Slashing

Use to swing Link's sword. The faster you press , the faster Link will swing his sword. Sometimes you can overcome your enemy by sheer brute force and a constant barrage of sword attacks.

Spin Attack

Hold to charge Link's sword for a spin attack. A bright flash indicates that the move is ready. A circle appears around Link indicating the move's area of effect, so move Link so that the enemies are just inside the circle. Release to launch the spin attack. Link spins in a circle with his blade outstretched, yelling a resounding battle cry and damaging any enemy in his vicinity. For best results, use this when Link is surrounded by foes.

Defending the Hero

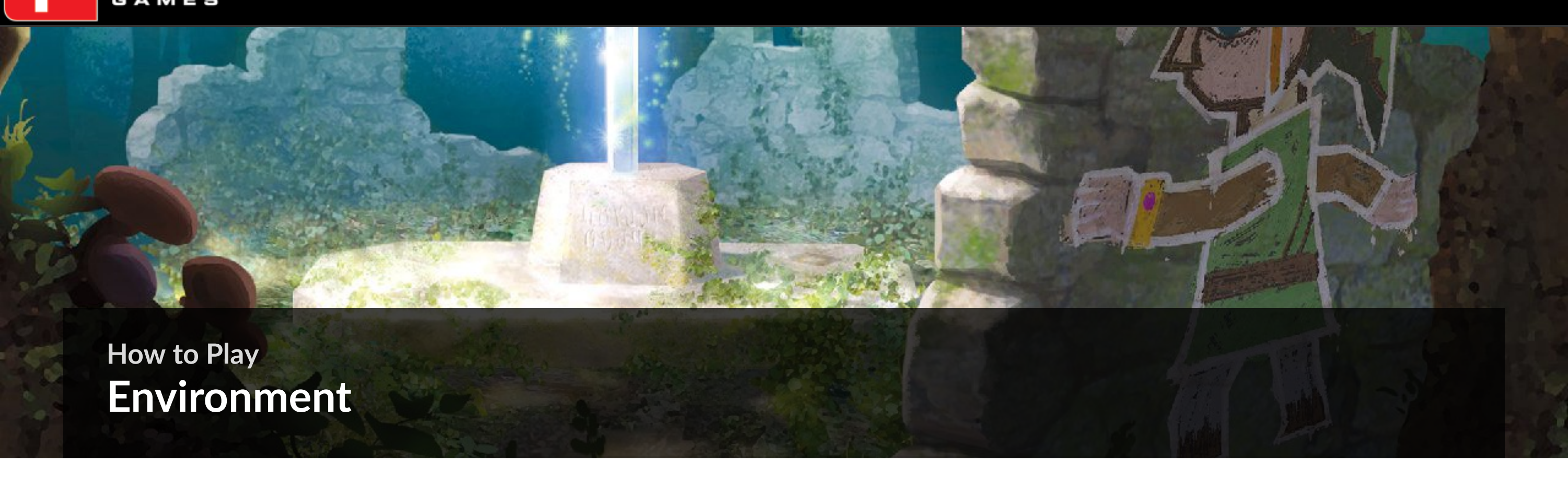
Link can purchase a basic shield in Kakariko Village soon after beginning the game. A shield is great against enemies that shoot projectiles. Press to block an enemy attack or ranged attack. Sometimes you must block continuously until you get an opening to strike. Hold to keep Link's shield up for as long as the button is held. Later, Link can gain the far superior Hylian Shield, which can block magical projectiles as well as physical attacks.

Great Spin

This move becomes unlocked once you have collected all 100 lost Maiamai and returned them to Mother Maiamai. Like the basic spin attack, the great spin attack is an area attack that destroys any enemy near Link. It's best used when Link is surrounded by foes.

Linking with Streetpass

The Legend of Zelda: A Link Between Worlds has a StreetPass function for additional content. To activate StreetPass, speak with Gramps and he will then ask whether or not you wish to activate StreetPass. If you choose to activate StreetPass, you can battle against other players who also have a copy of *The Legend of Zelda: A Link Between Worlds*. To communicate via StreetPass, you and the other player(s) must have StreetPass activated and your wireless switches turned on. Close all the Nintendo 3DS systems involved in wireless communication until the green LED light on the front of the system flashes. This means that your systems have successfully communicated via StreetPass, and the battle can begin!



How to Play

Environment

The overworld is dense and varied, especially because you have two worlds to traverse, instead of one. The following section will dissect the different environmental terrains you will encounter along your journey.

Interacting with the Overworld

While the following objects can be found in dungeons, they are more often found throughout the overworld.

Tall Grass and Bushes

Grass and bushes are scattered throughout the overworld, and are the most common way to find collectible items, like hearts and Rupees. Slash at the plantlife with to search for collectibles.

Caution

Occassionally, enemies may jump out of tall grass after you have cut it down with your sword, so be wary!

Skulls

Find these scattered in the mountain and desert areas of Hyrule and Lorule. Shatter them with your sword (press and), then collect any hearts or Rupees hiding within these objects. At a certain point in the game, broken skulls may yield collectibles such as monster guts, monster horns, and monster tails, which you can have made into potions.

Caution

Enemies called Stahls look identical to the lifeless skulls depicted here. Stahls lie among the other dry and decaying skulls until Link gets close enough, then they flash colors, come to life, and chase after you, mouths agape. After stumbling into these traps a few times, you'll learn to be cautious around these objects.

Boulders, Large and Small

These objects are nuisance for some time, blocking your way to useful items such as Heart Pieces, chests, and cave entrances. Nevertheless, the smaller boulders are nothing more than a slight hinderance once Link possesses the Power Glove. The large boulders can only be lifted once Link gets the Titan's Mitt, an upgraded form of the Power Glove. Press and hold toward the boulder to make Link hoist the boulder above his head. Press a second time to hurl it in the direction Link is facing. Once you can remove boulders, you can access different areas of the overworld.

Cracked Boulders

These boulders, found directly south of Lorule Castle, block an important temple and a couple cave openings. Unfortunately the Titan's Mitt won't budge these, but a well placed Big Bomb Flower will. Speak with the Bomb-Shop Man and pay him 200 Rupees, and he will allow you to access the Big Bomb Flower field next to his house as often as necessary. Press next to the explosive flower to encourage it to follow Link. Lead it to a cracked boulder that you wish to decimate, slash the Big Bomb Flower with your sword to trigger the bomb, then stand back and watch the fireworks.

Deep Water

Link cannot swim in deep water until he gains Zora's Flippers. Press repeatedly to make Link to swim faster. To make Link dive underwater, press . Diving is very useful to reach underwater items such as lost Maiamais or Rupees.

Dilapidated Bridges

On occasion, your path will be hindered by bridges that are not structurally sound. With the middle missing, the bridge may not seem functional. However, if the other side has a wooden peg, target it with your Hookshot, which will attach to the peg and pull Link safely across. Unfortunately, some bridges only have a peg on one side, so if you're on the wrong side, you will need to find another way around.

Pegs

Pegs can be found throughout the overworld and are usually used as a perch for Crows in the light world, or Dactos in the dark world. Pegs can also be used as a tool to reach special items. On your journey, you may find chests that are out of reach, but conveniently accompanied by a peg, The Hookshot can attach to a peg which will then pull Link quickly toward it.

Tip

Smash pegs into the ground with the hammer so Crows and Dactos can't perch on them for a time.

Trees

Trees are found throughout the overworld, and they sometimes have lost Maiamais perched atop them. Once Link has the Pegasus Boots, hold to make him sprint and ram into the tree, knocking down the Maiamai, and possibly a few Rupees as well.

Armos Statues

These lifeless statues are often nothing more than an ancient ruin. But sometimes they're an Armos lying in wait for Link to come, so approach them with your sword hand ready.

Ancient Monuments

Like trees, these are scattered in the overworld but appear more frequently near temples. If a lost Maiamais is perched atop one, it can be knocked down by sprinting into it with the Pegasus Boots.

Signs

If you see a sign nearby, be sure to read it. It may contain information helpful to your quest!

Dock

These platforms along bodies of water allow Link access from a river or lake. All docks have a ladder leading up to dry land, which can help provide a shortcut to an important landmark.

Boulders

Found on the Death Mountain trail, boulders roll around hazardously and can damage Link. With expert timing and a well-placed blow with your hammer, they can be reduced to a pile of pebbles.

Dungeon Objects

The following items are the most common objects seen throughout dungeons. Some objects only appear in a certain dungeon and are never seen again, while others are frequently encountered everywhere.

Braziers

Braziers are a staple item in the *Zelda* universe, and are rarely intended simply as a light source. A brazier might trigger a door or uncover a hidden switch, for example. Light braziers with your lamp, or swing your sword to extinguish them. Some braziers stay lit indefinitely, while others go out after a while.

Pressure Plate

Pressure plates may be easy to miss, but they are incredibly important to completing some dungeons or temples. Stand on them to trigger an event. Some pressure plates must be constantly compressed. For these, find an object to pull or push on top of the pressure plate.

Levers

Levers usually activate an event when Link interacts with them. Stand in front of the lever and press to pull it. Other levers are out of reach. For these, target the lever with the Hookshot, and use that to pull it.

Locked Doors

Unlock doors by finding and using the small keys that you discover at certain locations within the dungeon. To use a key after collecting it, walk up to a locked door and press .

Note

Small keys found in one dungeon cannot unlock doors in another dungeon.

Crystal Switch

Trigger crystals by attacking them with your sword, bombs, Hookshot, or other quest items. These switches illuminate once activated, and trigger an event. Crystal switches frequently need to be activated with other crystal switches in quick succession to trigger the appropriate event.

Floor Switch

These switches looks like orange buttons. Step on one to activate it, or use to grab a nearby statue, then drag it over the floor switch to hold it down.

Sealed Doors

Sometimes a door will close unexpectedly behind Link once he enters a room. Sealed doors cannot be reopened until you've cleared the room of all enemies or solved the puzzle.

Gimos Statues

Scattered through some dungeons, these statues can be handy for holding down a floor switch. Press to pull or push a Gimos on top of a floor switch. Sometimes, though, they come to life and attack Link!

Fire/Ice Statue

These statues appear in some dungeon rooms and can hinder your progress, especially when you are trying to fight other enemies, or complete puzzles near these statues. Their ominous smiling open mouth shoots fireballs or iceballs at Link relentlessly. They cannot be destroyed, however they can be stopped momentarily by freezing them with the Ice Rod.

Cracked Floor Tiles

Cracked floor tiles can damage Link if he falls though them into a chasm, but they can also be a handy way into a room on the floor below. Shatter these tiles with a hammer blow or a bomb blast. Another good trick is to fool an enemy, such as a Wallmaster, into smashing it for you.

Moving Platforms

Moving platforms are the most common mode of transportation in dungeons, but they are also the most common way to fall to your doom. Use moving platforms to reach different areas of the dungeon.

Wooden Plaques

Wooden plaques in dungeons have the same effect and purpose as pegs do in the overworld. A well-placed zap with your Hookshot at the wooden surface of the plaque will send Link reeling toward it and on to another area of the dungeon.

Eye Switch

To activate this interestingly morbid mode of opening doorways, you must locate the missing eye, retrieve it (by pressing) and place the eye into the empty slot (press again). It seems simple enough, but recovering that eye can be tricky.

Buttons

Ever wanted to be launched forcefully to an unknown destination by a spring platform that smiles at you? Well now you can! Just hit the platform square in the face with your hammer, quickly plant Link's feet on top of the button, and in seconds he's soaring through the air. Don't be frightened by the larger buttons. They harmlessly launch you even higher. Just sign this release waiver before activating.

Chests

Chests may contain many different items, from special treasures to Rupees. To open a chest, stand in front of it and press .

Tip

The compass makes all chests visible on the map, making it much easier to hunt them down. Try to find the compass early in your dungeon adventure to make treasure hunting that much simpler.

Lava

You have to cross a large body of lava via a thin moving platform, while dodging lava spouts and fire-covered enemies. It's a good thing you brought along your trusty Ice Rod. Shoot this quest item at lava, and it will harden a small platform that's cool enough to walk on. The platform only lasts a few seconds, but this can allow you to create a pathway to an area that would otherwise be unreachable.

Ice

Ice is hard to walk on, and makes traversing an area slow and difficult, but it can be done. Just be wary when using your Fire Rod, because you might just melt the floor right beneath your feet.

BIG Key Doors

All of your efforts have finally paid off. You've solved every puzzle, activated every switch, and vanquished every enemy. The only thing that stands between you and fate is this very large and menacing locked door. Let's hope you remembered to grab the Big Key! Don't worry, our walkthrough will key you into every key location.

Teleportation Panels

These multi-colored floor panels teleport Link to another location. Be ready for anything when you set foot on one of these panels.

Portals

After certain events are completed within a dungeon, these green circular warp points appear and will conveniently transport Link to the entrance. This makes it convenient to save your progress before fighting the boss. You could also leave the dungeon altogether, and start right where you left off when you return.

Flying Tiles

When tiles fly at you relentlessly, you must have patience. On occasion, the floor will actually rise and hurl itself at you. Stand your ground, hold to bring up Link's shield, and block from each angle the tiles come from. It may take a while, but it's better than a concrete tile hitting you over the head.

Arrow Trap

You can spot these ahead of time on the walls of some temples since they protude obviously from the wall they are attached to. Once you step in front of the direction it faces, it will begin shooting arrows at Link continuously, until they are deactivated or you are no longer in its pathway. Be sure to have your shield ready to block the arrows as they come.

Iron Balls

Iron balls are big and they tend to roll at fast paces. In some instances, you will need to create paths for them to trigger an event, or simply escape or dodge them as you make your way through a room.

Pots

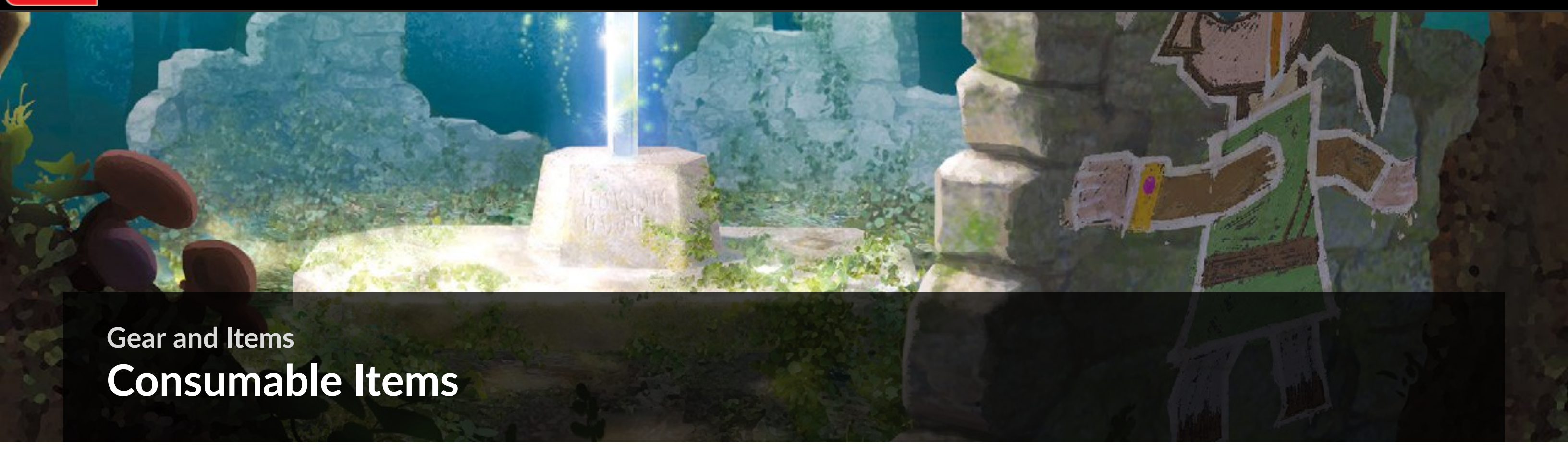
Pots are found in some dungeons and can be smashed with just about any weapon, or picked up and hurled at an enemy or wall to collect the contents from within. Pots drop consumable and collectible items most of the time.

Small Keys

Small keys will open locked doors throughout dungeons and temples. They are absolutely necessary to find your way to the boss!

Big Keys

Big Keys are needed to enter the doors to the final boss fight within a dungeon. These are found in big chests and usually mean that your journey is almost through!



Gear and Items

Consumable Items

Some of these items can be found anywhere from fallen enemies to smashed skulls and pots, as well as from cutting tall grass and bushes. Others can be bought from merchants, made by a Witch, and collected in hidden dungeons. Some are common, some are rare, while others are random, but they all serve a purpose and are equally important.

Heart

Description: Hearts will refill one of Link's heart containers in his life gauge. They have no effect if his life gauge is full.

Location: This common item can be claimed from cutting grass or bushes, breaking rocks, or slaying enemies. Sometimes you can find them painted on dungeon walls, and collect them with Link's wall merging ability.

Rupee

1. Green (1 Rupee)
2. Blue (5 Rupees)
3. Red (20 Rupees)
4. Purple (50 Rupees)
5. Silver (100 Rupees)
6. Gold (300 Rupees)

Description: Rupees are the currency in all of Hyrule and Lorule. Their different colors indicate their numerical value. You can never have too many!

Location: Collect Rupees by defeating enemies, cutting tall grass and bushes, or breaking rocks, skulls, and pots. Sometimes Rupees fall from trees that Link rams using the Pegasus Boots. Boulders on the Death Mountain Trail can also contain Rupees. And like hearts, you can find them painted on dungeon walls.

Energy Potion

Description: Energy potions replenish Link's energy gauge for extended wall merging and quest item use.

Location: These are an uncommon drop in the overworld, but they can be collected in specific dungeon locations by breaking pots or skulls.

Bees

Description: This small bee can be caught with the net and sold to the Bee Man. Just be sure you have an empty bottle to store it in!

Location: Cutting tall grass in Hyrule may spawn bees that become aggressive and will cause damage unless you catch or destroy them.

Golden Bee

Description: The golden bee looks like a regular bee, but gold in color. Catch this rare specimen with a net, and trade it to the Bee Man for the Bee Badge, which makes bees never sting Link. Instead, the bees fight enemies fearlessly alongside him. Golden bees are also worth 300 Rupees when sold.

Location: While rarely seen, golden bees spawn from tall grass roughly 1/50th of the time that regular bees do.

Red Apple

Description: A red apple restores one heart. It can also be caught with a net and stored in a bottle for later consumption.

Location: Ram head first into a tree with the Pegasus Boots to occasionally drop a red apple.

Green Apple

Description: A green apple restores three hearts. It's less sweet than a red apple.

Location: Green apples rarely drop from trees after being rammed with the Pegasus Boots. Your chances are better at the apple tree planted by Gramps.

Foul Fruit

Description: These fruits are so foul that they will knock out all nearby enemies. Not advised for consumption!

Location: Purchase Foul Fruits in shops in Kakariko Village for only 30 Rupees.

Scoot Fruit

Description: If you bit off more than you can chew, this fruit allows Link to escape from almost any dungeon in a flash!

Location: Purchase Scoot Fruits in shops in Kakariko Village and Lake Hylia for 50 Rupees.

Caution

Scoot Fruit won't work while you're visiting the Eastern Palace or Lorule Castle for the first time, in the Treacherous Tower, or during the final battle.

Red Potion

Description: This red liquid needs to be stored in a bottle, then equipped to either or to be used. Restores eight hearts when consumed.

Location: The old witch will sell it to you at the Witch's House.

Blue Potion

Description: This blue liquid needs to be stored in a bottle, then equipped to either or to be used. It will restore Link's entire life gauge.

Location: The old witch will sell it to you at the Witch's House if you meet the requirements.

Purple Potion

Description: This purple liquid needs to be stored in a bottle and assigned to or to be used. This potion will allow Link to perform a special spin attack that damages any enemy in the area.

Location: The old witch will sell it to you at the Witch's House if you meet the requirements.

Yellow Potion

Description: This yellow liquid needs to be stored in a bottle then equipped to either or to be used. Consume to become invincible for a short time. Save it for when the enemies are too great!

Location: The old witch will sell it to you at the Witch's House if you meet the requirements.

Milk

Description: This is the most delicious milk in Hyrule! Store it in a bottle and assign it to either or for later consumption. It restores five hearts.

Location: Can be purchased at the Milk Bar in Kakariko Village for only 20 Rupees.

Premium Milk

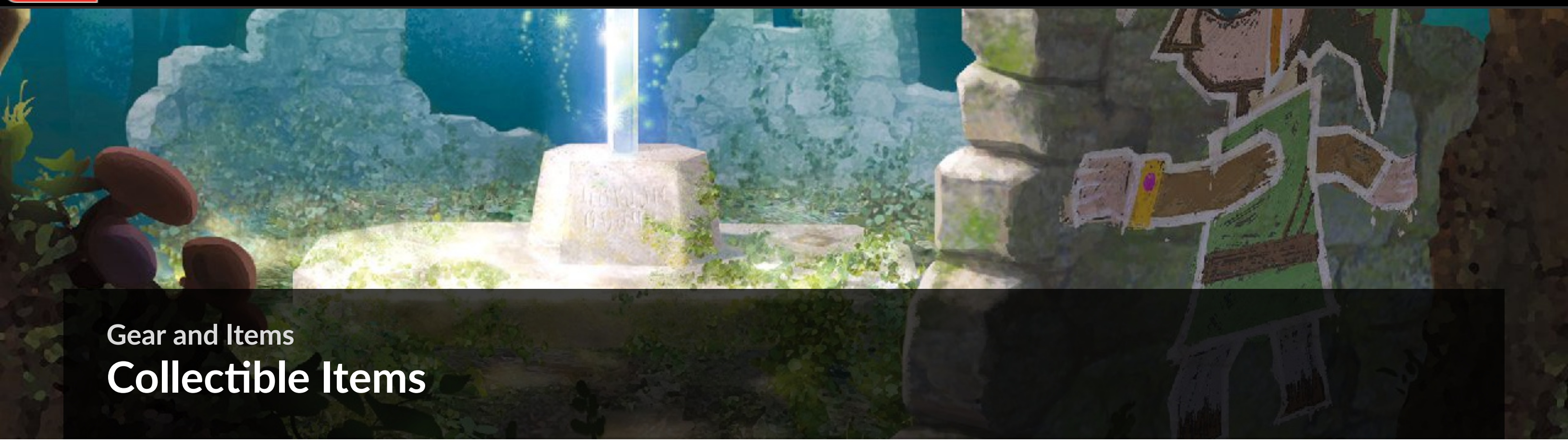
Description: After finding a letter in a bottle, you can exchange the message for the premium milk and take it to a very thirsty man on the Death Mountain Trail.

Location: Trade for it at the Milk Bar in Kakariko Village.

Fairy

Description: This magical being is one of the most useful items in the land. Catch a fairy with a net and store it in a bottle. If Link falls in battle, the fairy will awaken Link with a full life gauge and a rejuvenated fighting spirit. Walk up to one and they will restore all your hearts as well.

Location: These adorable winged wonders can be uncovered in hidden dungeons throughout Hyrule and Lorule.



Gear and Items

Collectible Items

These items can be collected and used to either upgrade your sword, make potions, or to help retrieve a grieving mother's lost children. Some are found everywhere, while others can be downright aggravating to obtain, but all are worth the effort of collecting.

Monster Tail

Description: Collect 10 of these blue monster tails, and the Witch will make them into a blue potion.

Location: These are random drops from fallen enemies, skulls, pots, and tall grass and bushes in Hyrule, Lorule, and the dungeons.

Monster Gut

Description: Collect 10 of these purple monster guts, and the Witch will make them into a purple potion.

Location: These are randomly dropped from slain enemies, skulls, pots, and tall grass and bushes in Hyrule, Lorule, and the dungeons.

Monster Horn

Description: Collect 10 of these yellow monster horns, and the Witch will make them into a yellow potion.

Location: These are random drops from destroyed enemies, skulls, pots, and tall grass and bushes throughout Hyrule, Lorule, and the dungeons.

Lost Maiamais

Description: These aquatic shellfish are lost and must be recovered and brought back to Mother Maiamai. They let out a chirping sound when Link is close to one, so keep that volume up!

Location: One hundred lost Maiamais are spread all over Hyrule and Lorule, underwater and on land. Some are in plain sight, while others are hidden. Try lifting rocks, searching the walls behind houses, or ramming into trees with the Pegasus Boots to uncover them.

Piece of Heart

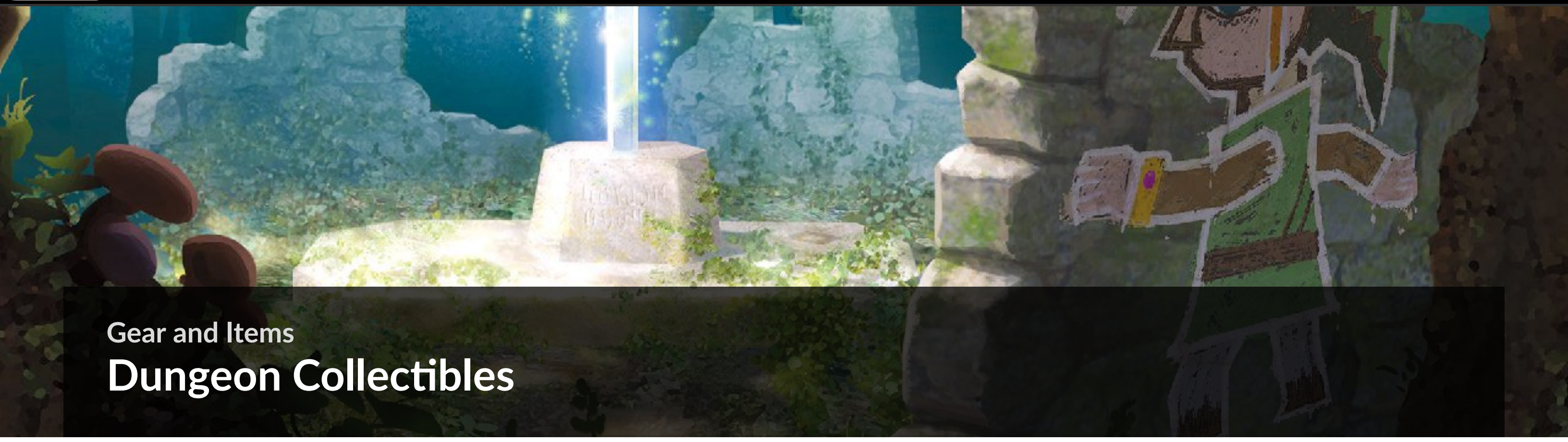
Description: A piece of heart is equivalent to one quarter of a full heart container. So for every four he finds, Link gains an extra heart in his life gauge.

Location: These are scattered throughout Hyrule and Lorule, and are often just out of reach until you've gained certain quest. Note any of these that Link cannot reach at first, so you can return to retrieve them when Link is more capable.

Master Ore

Description: This very rare ore is used to upgrade the Master Sword, making it even more masterful. Definitely make finding these a priority, because there are only four in existence. Take the first two to the Blacksmith in Hyrule to gain a Level 2 Master Sword. Bring the last two to the Blacksmith in Lorule to create the devastatingly powerful Level 3 Master Sword!

Location: Three pieces of Master Ore can be found in large chests in Skull Woods, Thieves' Hideout, and the Dark Palace, all located in the dark world. Find the fourth in the secret entrance in the back of the Sanctuary in Hyrule.



Gear and Items

Dungeon Collectibles

These are the main collectibles found in each dungeon.

Small Key

Description: This small gray key unlocks doors. It's always a relief to find one of these. After collecting a small key, press while standing in front of a locked door to open it.

Location: Small keys are found throughout dungeons in chests, or out in the open.

Big Key

Description: This large golden key opens the big door to a boss's room. Press to use the Big Key in the big door.

Location: Link finds one of these in a big chest in each dungeon. Finding a Big Key means it's time for the boss battle.

Compass

Description: A compass makes all unopened chests in a dungeon appear on the map. No more hunting blindly for chests, once you collect this useful item.

Location: Every dungeon contains one of these in a chest.

Heart Container

Description: A full heart container automatically adds one heart to Link's life gauge.

Location: These drop as your reward for defeating a boss.

Gear and Items

One-of-a-Kind Items

The following items are special and unique. They help Link obtain special items that he could not otherwise obtain.

Smooth Gem

Description: The smoothest gem around, it's the prized possession of Oren, the queen of the water-dwelling Zora. It was stolen from her, and she needs Link to retrieve it for her.

Location: The thief who stole it sold it to a merchant in Kakariko Village, so the only option is to buy it back—for a whopping 200 Rupees! But don't worry; the queen makes it worth your while.

Letter in a Bottle

Description: This letter has been stuffed into a bottle. The author seems to be in great peril and needs some premium milk. Get some for him, won't you?

Location: Link needs Zora's Flippers to some shallow water just east of the House of Gales. Bring the letter in a bottle to the Milk Bar and trade it for some premium milk, then hightail it to the man on the Death Mountain Trail!

Pendant of Wisdom

Description: This blue pendant is sign of true wisdom. This is needed to possess the Master Sword.

Location: Link obtains this item after defeating Margomill in the House of Gales.

Pendant of Courage

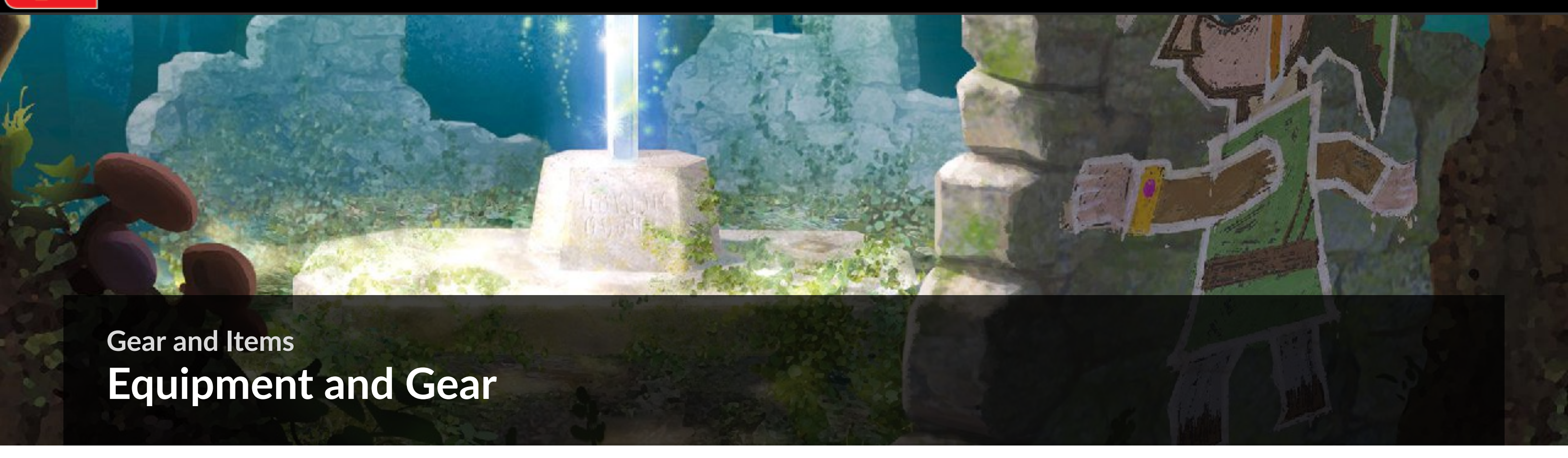
Description: This pendant proves a hero's true courage. It is the second pendant needed to collect the Master Sword.

Location: This is given to you by Princess Zelda.

Pendant of Power

Description: The last pendant is the sign of true power. It's the third pendant needed to obtain the Master Sword.

Location: Link obtains this item after defeating Moldorm in the Tower of Hera.



Gear and Items

Equipment and Gear

The following have a wide range of uses and will all help Link traverse, collect, and defend his way to saving Hyrule. They also help with locating rare and collectible items.

Power Glove

Description: The Power Glove enables Link to clear away small rocks while feeling big and strong. It's a necessity for lifting the smaller rocks to clear a pathway to those pieces of heart you have been drooling over. Hold next to a rock to lift it, then press again to throw it.

Location: You can obtain this from Rosso after completing the Eastern Palace. It would be best to gain this item before taking on Death Mountain, as there are many rocks to be lifted along the way.

Titan's Mitt

Description: This finally allows Link to pick up those large boulders that block pathways and cave entrances. Press to slowly hoist the large rock over Link's head, then press again to throw it.

Location: Find the Titan's Mitt in a large chest hidden in the Sand Palace.

Pegasus Boots

Description: This winged pair of boots lets Link sprint in whatever direction he is facing. Hold to start Link running in place, then release and let him go. Enemies in his path will be knocked back, bushes will be decimated under his feet, and if a tree or monument is in the way, Link will ram it, knocking down anything on top of it.

Location: You can get the boots from the thief who stole the smooth gem from Oren. You cannot just simply walk up to him, or he will run away. To catch him, merge into the wall behind his back, shimmy along until Link is just behind him, then pop out of the wall. Link can then interact with the thief (press). The boots are all yours now!

Bell

Description: This is no ordinary bell. Once you receive the bell, it appears as a selectable icon on the Touch Screen. Ring the bell to summon Irene, or her broom, to whisk Link away to any unlocked weather vane. After Irene arrives, simply touch any weather vane icon on the map.

Location: Irene gives this to you after you complete the Eastern Palace. Locate and interact with as many weather vanes as possible to make it easier to travel to any point on the map.

Zora's Flippers

Description: These flippers grant Link the ability to swim in deep water. Press repeatedly to make Link swim, and press to dive.

Location: Once you retrieve the smooth gem and return it to Oren, she gives you Zora's Flippers in return. This item is the only way to access the House of Gales and the Swamp Palace.

Ravio's Bracelet

Description: This mysterious antique allows Link to travel freely between the light and dark world. The bracelet absorbed Yuga's attempt to turn Link into a painting. Even more mysteriously, the bracelet grants Link the wall merge ability (press while alongside walls to merge within them, and press again to emerge). This new ability quickly becomes a highly valued tool.

Location: Ravio gives this bracelet to Link in return for allowing him to stay at Link's house—just until he gets back on his feet, of course.

Shield

Description: This durable shield can block most attacks as well as projectiles. Hold to raise the shield. If Link is ever grabbed by a Like Like, the shield will be absorbed for good. Link will then need to purchase another.

Location: Link may purchase this shield from merchants in Hyrule and Lorule.

Hylian Shield

Description: The cutting edge in Hylian defensive technology, this powerfully strong shield may also deflect magical projectiles as well as physical attacks. Just like a regular shield, it's raised with a press of .

Location: On the second floor of the Turtle Rock dungeon, Link finds the Hylian Shield in a large chest after a battle with the four Wizzrobes.

Stamina Scroll

Description: Have you ever attempted to reach a ledge by wall merging and run out of energy halfway there? Do you have to stop in the middle of a dungeon frequently to allow energy to refill? Well, these problems will be a thing of the past once you collect this upgrade. The Stamina Scroll increases the size of the energy gauge, allowing longer uses of quest items and wall merging.

Location: Link obtains this incredibly useful upgrade in a large chest in the Ice Ruins.

Bee Badge

Description: While it may take a great deal of time to acquire, this badge can be very helpful, as it commands wild bees to fight enemies alongside Link. Who hasn't wished for the power to command bees to blindly attack your enemies?

Location: Catch a golden bee with a net and store it in a bottle, then trade it to the Bee Man for the Bee Badge.

Green Tunic

Description: Link's most well-known gear is lightweight and durable.

Location: Link wears this at the start of the game. Green suits our hero of legend.

Blue Mail

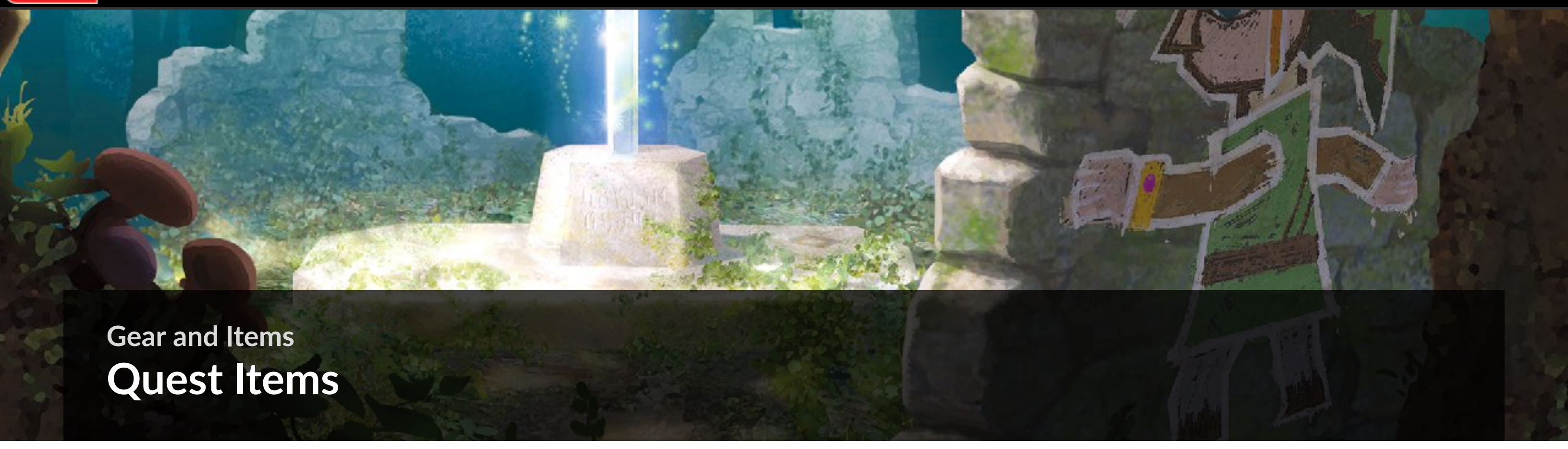
Description: This deep blue mail shirt is far more durable and tough than Link's basic green tunic. Enemy attacks are halved once this armor is equipped.

Location: Find the blue mail in a large chest in the depths of the Swamp Palace. Those one-eyed Hinox beasts just became a lot less intimidating.

Red Mail

Description: This is an even stronger piece of armor than the blue mail. Link suffers only one-quarter damage while wearing the red mail.

Location: The red mail is in a large chest on the south end of the fourth floor in Lorule Castle. To reach it, you must blow out the lanterns on this floor and then carefully cross one of two narrow platforms that can only be seen in the dark.Quest ItemsQuest items are necessary for completing dungeons and traversing the overworld. They also provide additional help in defeating enemies and bosses. One even allows Link to gaze into the realm of the dead. Each one has its own purpose, however every item depletes Link's energy gauge with each use.



Gear and Items

Quest Items

Quest items are necessary for completing dungeons and traversing the overworld. They also provide additional help in defeating enemies and bosses. One even allows Link to gaze into the realm of the dead. Each one has its own purpose, however every item depletes Link's energy gauge with each use.

Hint Glasses

Description: A useful pair of spectacles that, when worn, make the unseen visible. Equip the Hint Glasses to either or to gain the power to view a realm invisible to the naked eye. If you're lucky, you might spot the Hint Ghost, and at a price of one Play Coin, he will bestow a hint.

Location: You receive this item from the Fortune-Teller, just north of Kakariko Village. Try using the glasses in different locations to see what you will find.

Lamp

Description: The lamp is key to illuminating dark rooms and lighting braziers to solve puzzles. Simply equip the lamp to or for instant light as well as a weapon for burning enemies. The lamp depletes your energy gauge while active, so use sparingly.

Location: Find the lamp in the secret entrance to the Sanctuary.

Super Lamp

Description: This upgraded form of the lamp uses less energy and causes eight times more damage to enemies. Like the weaker lamp, equip it to or . The super lamp is highly effective against ice-based enemies and bosses.

Location: This item is awarded to you after overcoming the Advanced level in the Treacherous Tower for the first time. Complete this task as soon as possible to get the most use from the super lamp.

Net

Description: This basic net can be used for catching bees (equip to or). It also serves as a weapon. Link performs a spin move with the net, damaging all nearby enemies.

Location: Once you obtain a bottle, go and speak with the Bee Man to receive the net in return for agreeing to catch bees and bring them back to him.

Super Net

Description: The super net has the same capturing prowess as the basic net, although it inflicts eight times more damage than the regular net. Use it as a weapon when the enemies that surround you are too great.

Location: This is awarded to Link after completing the Advanced course for a second time in the Treacherous Tower. Just know that you must already have the net in your item pouch to receive this upgrade, so make sure you have gained the basic net before completing the Advanced level.

Pouch

Description: Made by hand by the Blacksmith's Wife, the pouch conveniently increases the number of items that Link can equip. With this, you can assign an item to , so collect this as soon as humanly possible!

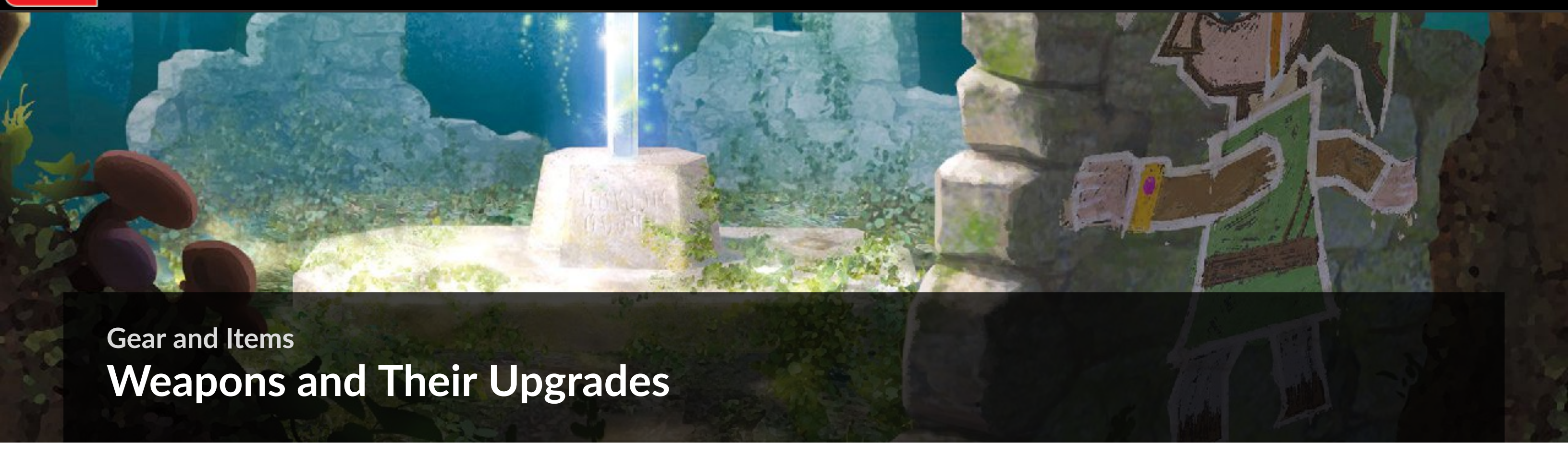
Location: The pouch is left behind by Gulley in the woods south of the Blacksmith. The area is easily visible on the map: the circular clearing in the middle of a wooded area.

Bottle

Description: An incredibly prized possession, the bottle is a must for holding anything from potions and milk to bees and fairies. A bottle may not seem like much, but it's one of the most useful items you can find in the overworld.

Location: Five bottles can be obtained throughout the overworld:

- The simplest bottle to obtain is from a merchant in Kakariko Village.
- Receive another from a strange man underneath the bridge to the east of your house.
- The third bottle is given to you by the man dying of thirst for premium milk on the Death Mountain Trail.
- Blow open the outside back wall of the abandoned house with a bomb, and find the fourth bottle in the chest inside.
- Gain the fifth and final bottle from the Great Fairy, west of the Big Bomb Flower, in exchange for throwing 3,000 Rupees in the Great Fairy Fountain.



Gear and Items

Weapons and Their Upgrades

The following quest items can be upgraded by Mother Maiamai in exchange for 10 lost Maiamais for each weapon. She will only upgrade weapons that you have purchased, not rented, from Ravio.

Ice Rod

Description: The Ice Rod is one of the game's most useful weapons. Its icy blast can freeze enemies and some obstacles for a time, and it can solidify lava briefly so that Link can walk on it. This rod is very effective against fire-based enemies and bosses.

Ravio's Price: Purchase for 1,200 Rupees.

Nice Ice Rod: Upgraded form of the Ice Rod.

Description: The Nice Ice Rod casts four ice blasts instead of only one, and uses up far less energy than its previous form.

Sand Rod

Description: This rod controls sand by briefly forming it into pillars, so that Link can access platforms by walking on top of, or wall merging into, the sand pillars.

Ravio's Price: Purchase on discount for 800 Rupees.

Nice Sand Rod: Upgraded form of the Sand Rod.

Description: The Nice Sand Rod uses far less energy, and creates sand pillars that remain intact until new pillars are formed.

Tornado Rod

Description: The Tornado Rod commands the wind and can fly Link upward to high platforms or damage surrounding enemies by a gust of wind.

Ravio's Price: Purchase on discount for 800 Rupees.

Nice Tornado Rod: The upgraded form of the Tornado Rod.

Description: The Nice Tornado Rod deals more damage, has a greater area of effect, and uses less energy with every use.

Bomb

Description: The bomb is a great tool for destroying cracked walls and opening cave entrances, as well as damaging enemies in groups. You can also use bombs to trigger certain switches in dungeons.

Ravio's Price: Purchase for 800 Rupees.

Nice Bomb: The upgraded form of the bomb.

Description: The Nice Bomb uses less energy, the blast radius is larger, and damage is greater.

Fire Rod

Description: The Fire Rod casts a wave of fire that extends out and up from Link. It will burn enemies in front of and above Link. Unfortunately, the Fire Rod can hurt Link if used too close to a wall or solid piece of the environment. It's very effective against ice enemies, terrain, and bosses.

Ravio's Price: Purchase for 1,200 Rupees.

Nice Fire Rod: The upgraded form of the Fire Rod.

Description: The Nice Fire Rod casts a larger flame and covers a greater distance. It also inflicts greater damage and uses less energy.

Hookshot

Description: The Hookshot can grab items that are out of reach or damage enemies while also stunning them briefly. It can also be used to carry Link across terrain by targeting pegs and wooden plaques.

Ravio's Price: Purchase for 800 Rupees.

Nice Hookshot: The upgraded form of the Hookshot.

Description: The Nice Hookshot shoots faster for repeated strikes and stuns enemies for a longer time. It also uses less energy.Boomerang

Description: The boomerang helps Link collect items that are out of reach. It can also damage enemies, effectively stunning them briefly.

Ravio's Price: Purchase for 800 Rupees.

Nice Boomerang: The upgraded form of the Boomerang.

Description: The Nice Boomerang shoots three boomerangs in a row. Its speed and distance are increased while energy use is reduced.Hammer

Description: The hammer can smash objects, hammer down pegs, destroy cracked tiles, and interact with dungeon switches. The hammer is a great way to damage enemies as well.

Ravio's Price: Purchase for 800 Rupees.

Nice Hammer: The upgraded form of the Hammer.**Description:** The Nice Hammer has a greater shockwave and deals double the damage! It also uses far less energy.

Bow

Description: The bow shoots long-range projectiles that can injure enemies from a distance, as well as trigger switches in dungeons.

Ravio's Price: Purchase for 800 Rupees.

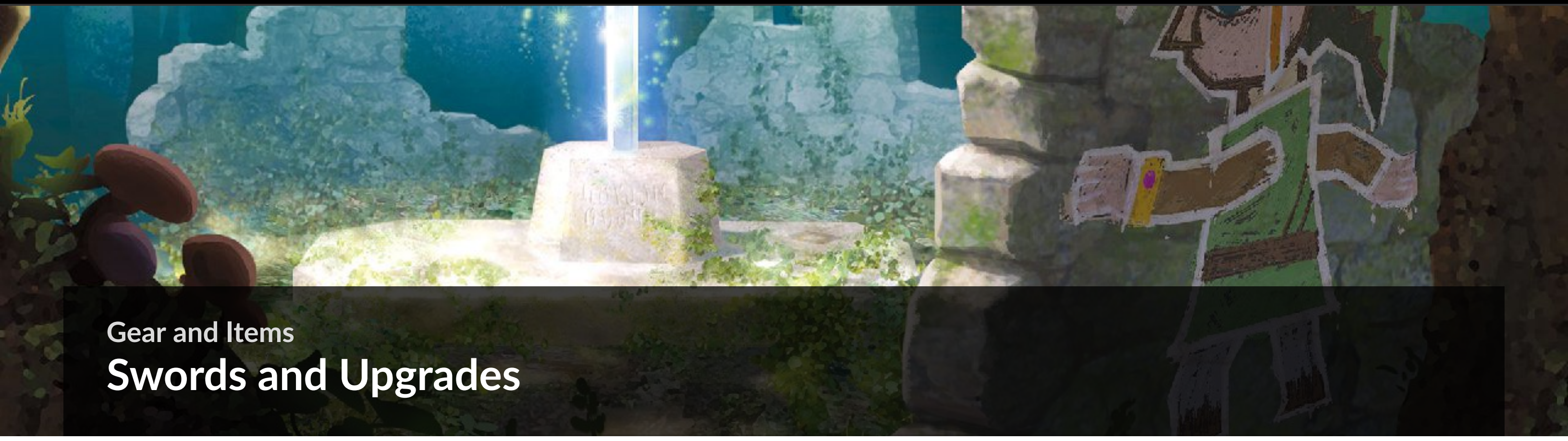
Nice Bow: The upgraded form of the Bow.

Description: The Nice Bow fires three arrows at once, so there's no need to worry about aim. Like the other weapons, this upgraded form uses less energy than the previous form.

Bow of Light

Description: The Bow of Light is imbued with the power and light of the Triforce. It has to be fired when Link is merged with the wall. Be sure to target Yuga Ganon's back to successfully inflict damage.

Location: This is given to Link by Zelda during the final battle against Yuga Ganon.



Gear and Items

Swords and Upgrades

The Master Sword in the *Zelda* universe is well known for its ultimate power. In previous games, when Link obtains the mythical sword of legend, you know that the end is not far off. In *A Link Between Worlds*, the Master Sword is obtained very early in the game. The following section briefly describes how to upgrade the most powerful sword even further.

Forgotten Sword

Description: This sword was specially forged for the Captain of the Guard by the Blacksmith. It may not inflict much damage but it is masterfully forged and fits in your hands perfectly.

Location: It is given to Link in the beginning of the game at the Blacksmith to be delivered to the Captain. What kind of Captain forgets a sword as finely forged as this?

The Master Sword

Description: The Master Sword is the sword of legend and is the only one in existence. Only a true hero can wield this blade.

Location: Find it in the Lost Wood after obtaining all three Pendants. Pull it from its altar, hero of legend!

Level 2 Master Sword

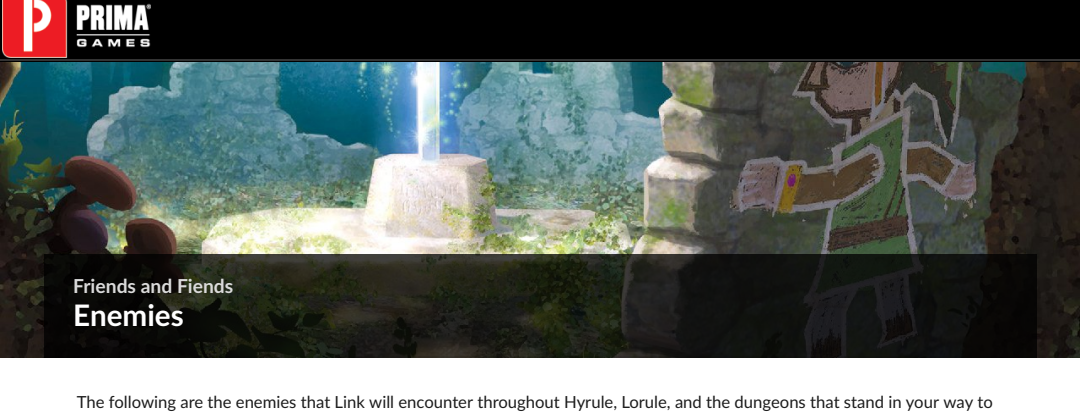
Description: At level 2, the Master Sword is sharpened and much more fearsome than its previous form. It causes double the damage that the standard Master Sword inflicts. Who would have thought that the Master Sword could become even more masterful?

Location: After obtaining two pieces of Master Ore, take them and the Master Sword to the Blacksmith of Hyrule to be forged anew.

Level 3 Master Sword

Description: The third and final enhanced version of the Master Sword can inflict twice the damage of the Level 2 Master Sword. Is your mind blown yet?

Location: After finding the last two pieces of Master Ore, take them to the superior Blacksmith of Lorule and witness as he forges the Master Sword for a third time into the most brutal tool of destruction imaginable.



Friends and Fiends

Enemies

The following are the enemies that Link will encounter throughout Hyrule, Lorule, and the dungeons that stand in your way to victory. For each enemy, we list the amount of damage they inflict on Link, how many hits it takes to defeat them, where they are located, and any tips or tricks to best them. Some may take quite a few hits to defeat, but remember to halve that amount once you get your hands on the Master Sword!

Armos

- **Damage:** 1/2 heart
- **Hits to Defeat:** 2
- **Location:**House of Gales

These jellyfish-like enemies can be red, blue, silver, and gold. They slowly approach and periodically surround themselves in electricity, and Link gets zapped if he attacks them with his sword while they're sparking. Time your attack when they are not emitting electricity, or attack from afar with a ranged weapon. Red and gold Baris split into two smaller Biris when defeated; blue and silver Baris do not separate into Biris when slain.

Ball and Chain Soldier (Gold/Silver)

- **Damage:** 1/2 heart
- **Hits to Defeat:** 3
- **Location:** Death Mountain, Eastern Ruins, several dungeons

Armos are sneaky creatures because they appear as statues until you have approached close enough to smell them. Some may actually be statues, while others will shake to life and hop toward your location. They can't be struck by the sword or bow while they're at the height of their jumps. Have your shield ready to deflect their bodies when they hop into you, then slash at them in quick succession, or stand back and fire the bow to wipe them out from a safe range.

Bari

- **Damage:** 1 heart
- **Hits to Defeat:** 12
- **Location:** Hyrule Castle, Lorule Castle

Any soldier that chooses a ball and chain as a weapon has got to mean business and this brute is no exception. Sometimes the balls are on fire as well, so they can pack a punch. The best way to go about defeating them is to just run in close and slash furiously until they go down. Standing at a distance only serves to let them attack you with their ranged weapons.

Bawb

- **Damage:** 1 heart
- **Hits to Defeat:** 1
- **Location:**Thieves' Hideout

These explosive foes follow Link around a room, and the slightest touch sets them off. Bawbs behave like bombs once they're struck, flashing red for a few moments before they explode. Like bombs, Bawbs can be picked up and thrown just before they explode. Bawbs will continue to respawn in any room in which they're found, so you can never truly defeat these dangerous but useful foes.

Biri

- **Damage:** 1/2 heart
- **Hits to Defeat:** 1
- **Location:**House of Gales

These remnants of a defeated Bari are quite small. They emerge as a group and can be easily taken out with the Fire Rod or a few bomb throws. Watch out though, because they still emit electricity from their tiny bodies.

Blob

- **Damage:** 1/2 heart
- **Hits to Defeat:** 2
- **Location:**Hyrule Field

These guys are strewn about throughout Hyrule and can be found just about anywhere except caves and dungeons. Some hide underground and spring out when Link draws near. There is nothing much to beating these guys, so just walk up to them and slash away with your sword.

Blue Soldier

- **Damage:** 1/2 heart
- **Hits to Defeat:** 3
- **Location:** Hyrule Field and Hyrule Castle Grounds

These are a bit tougher than Green Soldiers. They carry bows, spears, and swords and can inflict more damage. They carry shields for defense, so slash at their flanks to produce a better result. Use the Fire Rod to hit them from a distance, but remember that their shields can also deflect fire.

Buzz Blobs

- **Damage:** 1 heart
- **Hits to Defeat:** 2
- **Location:** Sanctuary & Zora's Domain, Desert Region, Southern Region, Lake Hylia Region

These cousins of the Blob appear wherever regular Blobs are encountered. Buzz Blobs are definitely tougher, because a current of electricity as a defense mechanism and sword attacks end up shocking Link in the process. To deactivate their defenses, use the Tornado Rod, and they will become just a regular Blob. You can also use the lamp or net to defeat them.

Chasupa

- **Damage:** 1 heart
- **Hits to Defeat:** 1
- **Location:** Caves

These one-eyed bats flap madly in Lorule's more treacherous caves, flocking to attack Link much like Hyrule's Keese. They're easily slain but commonly appear in places where battling them is risky due to Link's precarious surroundings.

Crow

- **Damage:** 1/2 heart
- **Hits to Defeat:** 1
- **Location:**Hyrule Field

Crows perch atop pegs and can be seen throughout Hyrule, pretty much in every corner of the map. Crows take impeccable timing to defeat. They fly up above you to target your position, then swoop down for the attack. The trick is to stand your ground, then move to the side right as they start their descent, striking them when they come within arm's reach.

Dacto

- **Damage:** 1 heart
- **Hits to Defeat:** 2
- **Location:** Skull Woods Region, Eastern Ruins Region, Lorule Lake Region

Dactos have the exact same attack pattern as Crows, so wait until they swoop down for the attack, step aside, and deliver a couple quick blows with your sword.

Dark/Light Ghini

- **Damage:** 1 heart
- **Hits to Defeat:** 4
- **Location:** Dark Palace, Treacherous Tower

These ghosts disappear and reappear when you least expect them to. They like to attack when it is the darkest, so use the Fire Rod, which will light the room as well as inflict major pain on these miscreants.

Dark Rat

- **Damage:** 1/2 heart
- **Hits to Defeat:** 1
- **Location:**Cavesand dungeons

Find these baddies in dark caves. They are larger than regular rats and hunt in packs. Do not let them flank you, and use a well-placed blast from your Fire Rod to dispatch these dark dwellers.

Deadrock

- **Damage:** 1/2 heart
- **Hits to Defeat:** Special
- **Location:** Death Mountain Region

Deadrocks are very difficult to defeat but you can stun them for a few seconds by attacking them. They harden up and become almost invulnerable until they awaken again. Your best bet is to slash at one to stop them, and continue on your way. If you must defeat them, use bombs or the hammer to finish them off after they've taken stone form.

Devalant

- **Damage:** 1/2 heart
- **Hits to Defeat:** 2
- **Location:**House of Gales
- **Damage:** 2 hearts
- **Hits to Defeat:** 4
- **Location:** Sand Palace

These buggers like to hide in the sand, so use their home to your advantage. Whip out the trusty Sand Rod, and shoot it in their direction to rip them out of hiding. Then, while they wriggle helplessly on their backside, slash repeatedly with your blade! Devalants can spit fireballs at you from afar, so be careful.

Eyegore

- **Damage:** 1/2 heart
- **Hits to Defeat:** 4
- **Location:** Towerof Hera/Houseof Gales

These goons pretty much just walk toward you without any sort of defense whatsoever, so just slash freely with your sword to defeat them.

Flamola

- **Damage:** 1/2 heart
- **Hits to Defeat:** 2
- **Location:**Turtle Palace

These are much like Swamolas, except they are made up of molten lava. They jump out of the lava below you randomly and are tough to dodge. Use the Ice Rod to freeze them, then finish them off with the Master Sword.

Fire Bubble

- **Damage:** 1/2 heart
- **Hits to Defeat:** 3
- **Location:**House of Gales

These flaming skulls speed around a room, bouncing off of objects in a hazardous fashion. Fire Bubbles are immune to attacks while their flames are lit . Extinguish the Fire Bubble's flames with the Tornado Rod or Ice Rod. Hitting them with a gust of either rod's power leaves them defenseless and open to a great big beat down.

Fire Gimos

- **Damage:** 1 1/2 hearts
- **Hits to Defeat:** 4
- **Location:**Turtle Palace

Attacking a Fire Gimos will only serve to hurt yourself, a lot. So use your head and don't attack something covered in flames. Hit it with your trusty Ice Rod to freeze it, then slash it until dead.

Freezor

- **Damage:** 1 heart
- **Hits to Defeat:** 2
- **Location:** Ice Palace

Freezors act like a frozen statue until you stand too close, then they run after you. These mighty sentries are immune to Link's blade. Don't freak out though! Simply pull out your Fire Rod and blast them back to the ice age. Like Gimos, some Freezors never emerge from their frozen state.

Geldman

- **Damage:** 1/2 heart
- **Hits to Defeat:** 2
- **Location:**Desert Region

With little warning, Geldmen appear from under the sand and attack. Use your Sand Rod to draw them out; they'll flee, dropping Rupees as they go. Once revealed, they can be easily dispatched by using the sword.

Gibdo

- **Damage:** 1 heart
- **Hits to Defeat:** 6
- **Location:**Skull Woods

This mummified monster lumbers toward you in a slow but steady pace. They take several attacks to drop, but if you use the lamp or Fire Rod, their bandages burn away and they become Stalfos. Using bombs also helps.

Gibo

- **Damage:** 1/2 heart
- **Hits to Defeat:** 2
- **Location:**Turtle Palace

Gibos are much tougher when they have their pink core in the center. When they shoot it out at you, it can inflict damage, but it also leaves them the most vulnerable. Attack the pink center to destroy the entire gooey monster.

Gigabari

- **Damage:** 2 hearts
- **Hits to Defeat:**16 Location: Swamp Palace

This is just a larger form of Bari. It has the same attack pattern and will shock you if you get too close. Keep your distance and assail the slow monster with ranged attacks—the Hookshot and bow work quite nicely, and upgraded Fire Rod will blast it multiple times in a row. After suffering plenty of damage, the giant Gigabari bursts into a teeming horde of tiny gold Biris! Keep back and use the Hookshot or bow to slay these little beasts without giving them the chance to shock you.

Goriya

- **Damage:** 1 heart
- **Hits to Defeat:** 3
- **Location:** Dark Palace

These devious devils mirror Link's movements, copying him as he moves around a room. Green Goriyas are easily bested with a swipe of Link's blade, but the red ones are a bit more challenging, for they block Link's frontal attacks! Try stunning red Goriyas with the Ice Rod, or simply heave bombs at them from afar. Red Goriyas will launch a fireball at Link each time they look directly at him—quickly raise his shield to block these fiery blasts!

Green Soldier

- **Damage:** 1/2 heart
- **Hits to Defeat:** 2
- **Location:** Hyrule Field and Hyrule Castle Grounds

These are some of the most common enemies in Hyrule and are fairly easy to defeat, but don't be fooled! These guys will sometimes hide in tall grass and spring out once you cut the grass down. Use your Ice Rod to stun them, then defeat them before they thaw out.

Gyorm

- **Damage:** 1 heart
- **Hits to Defeat:** 3
- **Location:**Swamp Palace

These little things ride around in a shell that serves as their only form of defense. Use your Hookshot to pull the little shellfish out of its shell, then slash it to defeat it.

Hardhat Beetle

- **Damage:** 1/2 heart
- **Hits to Defeat:** 2
- **Location:**Tower of Hera

Attacking these hard-shelled foes with your sword only knocks you backward, which can be quite troublesome if you are standing on an edge of a cliff. Try stunning Hardhat Beetles with the hammer or Ice Rod so that you may move Link to a safe attack position (like putting his back to a wall) before striking.

Heedle

- **Damage:** 1 heart
- **Hits to Defeat:** 4–7
- **Location:**House of Gales

Heedles are large monsters whose tough hides burn with red-hot magma. Heedles also leave a trail of flame behind them wherever they go, making them dangerous enemies to pursue. Use the Tornado Rod to cool off Heedles, then strike quickly before they reignite. It takes plenty of hits to bring down these fiery foes.

Helmasaur

- **Damage:** 1/2 heart
- **Hits to Defeat:** 2
- **Location:**Thieves' Hideout

These little creatures cannot be defeated by a frontal assault, as their thick masks block sword strikes. Use the Tornado Rod to spin them around or the Ice Rod to stun them, and then strike at their vulnerable flanks. Be quick on your feet, because they enjoy pushing you off ledges.

Hinox (Rock/Snow)

- **Damage:** 2 hearts
- **Hits to Defeat:** 30
- **Location:** Skull Woods Region, Sanctuary & Graveyard Region, Thieves' Town & Lorule Castle Region, Eastern Ruins Region

These one-eyed beasts throw an unlimited number of bombs or snowballs that freeze you, and they do even more damage if they manage to ram Link. Their attacks pack a punch and their aim is dead on. Avoid them if you can, but if not, get in close and slash with your sword, which will knock them back and stun them.

Hokkubokku

- **Damage:** 2 hearts
- **Hits to Defeat:** 4
- **Location:**Desert Palace

The Hokkubokku likes to burrow under the sand and attack from below, like several sand dwelling enemies. Simply target the monster with the Sand Rod to bring it to the surface and watch it run in fear. Without the cover of sand, it loses its courage. Slash at it to separate its different segments from its body until only a head is left, then end it with one last sword slash.

Hyu

- **Damage:** 1 heart
- **Hits to Defeat:** 6
- **Location:** Thieves' Town Region, Lorule Castle Region

These ghastly floating apparitions can appear out of nowhere and attack when you least expect them to. Never relax your guard when you see these devious specters about. It is best to run up on them and attack with some well-placed sword slashes.

Ice Bubble

- **Damage:** 1/2 heart
- **Hits to Defeat:** 3
- **Location:** Ice Palace

Ice Bubbles are the same as Fire Bubbles, but with the opposite elemental defense. They have a shield of ice that needs to be extinguished by the Tornado Rod or the Fire Rod, which exposes the core to sword attacks.

Ice Gimos

- **Damage:** 2 hearts
- **Hits to Defeat:** 6
- **Location:** Ice Palace

This enemy's biggest weakness is the Fire Rod; one blast from that weapon and will melt it quite easily. Don't let it get too close either because it will literally jump all over you.

Karat Crab

- **Damage:** 2 hearts
- **Hits to Defeat:** 2
- **Location:** Thieves' Town & Lorule Castle Grounds, Lorule Lake Region

The Karat Crab moves exactly like the Sand Crab, but it inflicts more damage. As you would with Sand Crabs, damage them from afar, and if you must approach one, do so from the north or south to prevent it from sprinting sideways at you.

Keeleon

- **Damage:** 2 hearts
- **Hits to Defeat:** 4
- **Location:** Ice Palace

This plant-like creature can be easily dispatched with the good old Fire Rod. Just watch out for the bombs it likes to spit out. If you like, try tossing their bombs at other foes or surrounding objects. Just don't get yourself blown up in the process!

Keese

- **Damage:** 1/2 heart
- **Hits to Defeat:** 1
- **Location:** Inside caves and some dungeons

These flying enemies are easy to defeat because they take only one hit to destroy, however they often attack in packs, making it difficult to come out unscathed. Attack with the bow to defeat as many as possible before they get too close, then switch to the sword to take out any stragglers. The Tornado Rod is also quite useful for stunning Keese when they begin to swarm.

Kodongo

- **Damage:** 2 hearts
- **Hits to Defeat:** 4
- **Location:**Turtle Palace

These animals may look cute, but wait until they open their mouths. They send out far-reaching flames that pack a punch. Stand in one spot, wait for them to target you, then flank them while they are busy flaming where you used to stand. They remain stationary while spouting flames, so attack with all your might. Use the Ice Rod to freeze them from a distance.

Ku

- **Damage:** 1 heart
- **Hits to Defeat:** 2
- **Location:** Lorule Lake Region

Much like Zora, these sea creatures will pop their head out of the water and shoot fireballs in your direction. They attack without warning and can also pursue Link on land. It is best to just dodge, dive, or block with the Hylian Shield and move along.

Leever

- **Damage:** 1 heart
- **Hits to Defeat:** 2
- **Location:**Desert Palace

These classic *Legend of Zelda* baddies live in soft sand, springing up from the dunes to ambush Link. Stay mobile whenever Leevers are about, watching the floor carefully to spot them as they begin to emerge. Be quick to cut down any Leevers you see, or else they'll flee into the floor again, emerging to attack you someplace else.

Like Like

- **Damage:** Special
- **Hits to Defeat:** 2
- **Location:** Thieves' Town & Lorule Castle Region, Some Caves, and the Rupee Rush minigames

Like Likes are frustratingly sneaky enemies. They are practically invisible until it is too late and Link in their grasp. They don't damage Link, but they devour his regular shield, forcing him to return to a merchant to purchase another. Be on your toes and if you know where one is, approach it slowly, then attack as quickly as possible.

Lorule Soldier

- **Damage:** 1 heart
- **Hits to Defeat:** 4
- **Location:**Lorule Castle

These soldiers have some decent defense and really like to block. Flank them or attack them from the rear to really get through them quickly. Ice Rod, Ice Rod, Ice Rod.

Lynel

- **Damage:** 4 hearts
- **Hits to Defeat:** 30!
- **Location:**Death Mountain

Lynels are one of the strongest enemies that Link must face. Even with the Master Sword it will take more than a dozen slashes to fell this beast. Not only are they incredibly resilient, their fire breath attacks take 4 hearts off of your life gauge. Use the Ice Rod to stun them so that you can pummel them repeatedly. The Fire Rod or bow are great for long range attacks.

Mini-Moldorm

- **Damage:** 1/2 heart
- **Hits to Defeat:** 2
- **Location:** Death Mountain Trail, Dungeons

Mini-Moldorms have a very unpredictable movement pattern, moving in circular patterns toward you, then abruptly moving away from you. Use ranged weapons to stun or harm them from afar. Using the upgraded Ice Rod will give you enough blast radius to attack them before they get near you. A well-placed spin attack helps when there are multiple Mini-Moldorms.

Moblin (Blue, Red)

- **Damage:** 1 heart
- **Hits to Defeat:** 3 (Blue), 5 (Red)
- **Location:**Lorule Field

Moblins are a common enemy across Lorule, just as soldiers are the common enemy in Hyrule. They come in different colors and carry a variety of weapons including spears, swords, and shields. They are best defeated when you attack their flanks. They like to block with their weapons, so attack their sides or backs as best as you can.

Octorok

- **Damage:** 1 heart
- **Hits to Defeat:** 2
- **Location:** Eastern Ruins, Southern Region, Lake Hylia Region

Octoroks walk in a grid-like form going only left and right, up and down. These unpredictable enemies also shoot projectiles from their mouths, so keep that shield ready to deflect their attacks, then get close and attack with your weapon of choice.

Peahat

- **Damage:** 1 heart
- **Hits to Defeat:** 1 hit
- **Location:**Desert Palace

When you engage the boss, Zaganaga, it shoots these flying plants out of its mouth to distract and inflict grievous bodily harm. Use the Master Sword Beam attack to hit them from afar if your life gauge is full, or use the Fire Rod to hit them from a distance.

Pengator

- **Damage:**1 hearts (small)2 hearts (big)
- **Hits to Defeat:** 4
- **Location:** Ice Palace

Pengators are very mean ducks. These things love to charge at you and will do anything they can to push you over a cliff or corner you to beat you unconscious. The best way to defeat them is to use your Tornado Rod to knock them on their bellies.

Poe

- **Damage:** 1/2 heart
- **Hits to Defeat:** 2 (Trickster Poes take 4 hits)
- **Location:** Sanctuary & Zora's Domain, Skull Woods, Death Mountain, Thieves' Town & Lorule Castle

Poes are vicious little spirits that haunt certain places. These hovering ghouls first appear in the Graveyard at the start of Link's quest. Push the tombstones to reveal them, stand back, and swipe at them with your sword. Not much to it!

Popo

- **Damage:** 1 heart
- **Hits to Defeat:** 1
- **Location:** Death Mountain Region, Thieves' Town & Lorule Castle Region, Eastern Ruins, Several Dungeons

These slow-moving monsters are easy prey for Link. They leave themselves open when they come up from the ground, so once you see them spout from the earth, stand over them and deliver the pain.

Rat

- **Damage:** 1/2 heart
- **Hits to Defeat:** 1
- **Location:** Dungeons

Rats hang out in dark, dank places such as caves and dungeons. Link first encounters them in the secret cave underneath the Graveyard that leads to the Sanctuary. They fight in groups, so back into a corner so they can't flank you, and let them have it.

Red Spear Soldier

- **Damage:** 1/2 heart
- **Hits to Defeat:** 3
- **Location:**Hyrule Castle

Red Soldiers are more formidable than other soldiers, but they're quite rare. Don't attempt a frontal assault; instead throw a well-placed bomb behind them to destroy them like a pro.

Ropa

- **Damage:** 1 heart
- **Hits to Defeat:** 6
- **Location:** Skull Woods Region, Sanctuary & Graveyard, Thieves' Town & Lorule Castle

Ropas are ugly monsters that hop around and pursue Link in many areas around Lorule. Use the Ice Rod to vanquish the enemy because they usually appear in groups of three or more. Still, their lack of mobility ranks them among the easiest of Lorule's field fiends.

Rope

- **Damage:** 1/2 heart
- **Hits to Defeat:** 2
- **Location:** Dungeons

Ropes are sneaky and move around on their bellies like snakes. Be on guard when you spot them because they dart toward with surprising speed. Hit them before they get to you, or block them once with your shield then counter with some fancy swordplay.

Rupee Like

- **Damage:** Special
- **Hits to Defeat:** 2
- **Location:**Lake Hylia Region, Skull Woods Region, Eastern Region, Lorule Lake Region,some caves, and the Rupee Rushminigame

These sneaky creatures disguise themselves as tempting Rupees, then pop out and grab Link when he draws near to collect them. Instead of harming Link, Rupee Likes quickly devour his Rupees while he is being held. Mash buttons to break free of a Rupee Like's grasp, then carefully dispatch it. You can identify Rupee Likes by the larger shadows cast by their Rupees while they're in disguise. Slash at a suspicious Rupee, and if a hit is detected, you know it is a Rupee Like lying in wait.

Sand Crab

- **Damage:** 1/2 heart
- **Hits to Defeat:** 2
- **Location:** Sanctuary & Zora's Domain, Southern Region, Lake Hylia Region

These crabs walk sideways in an unpredictable pattern. They shuffle slowly when moving north or south, but sprint with surprising speed when traveling east or west. Once they spot you, they will quickly charge. Be ready to strike as soon as they come close.

Skullrope

- **Damage:** 1 heart
- **Hits to Defeat:** 4
- **Location:**Swamp Palace

This stronger form of Rope has the same attack pattern. Their heads are stronger than the rest of their body, and they usually come in groups, so use an area attack such as the spin attack, or bring out the Ice or Fire Rod against them.

Slarok

- **Damage:** 1 heart
- **Hits to Defeat:** 3
- **Location:**Eastern Ruins Region, Lorule Lake Region

Like Octoroks, Slaroks walk in straight lines and shoot projectiles from their mouths in straight lines as well. Use your shield to block them and attack until they are defeated. Give them a taste of their own medicine, and use projectiles of your own.

Sluggula

- **Damage:**1 1/2 hearts
- **Hits to Defeat:** 6
- **Location:**Thieves' Hideout

These giant slugs move slowly, leaving a trail of slime—and bombs—behind them. The best tactic is to rain bombs down on these slow-moving enemies to cause major damage. Just don't let them get too close!

Snap Dragon

- **Damage:** 2 hearts
- **Hits to Defeat:** 3
- **Location:** Skull Woods Region, Thieves' Town & Lorule Castle Region, Eastern Ruins Region

The giant mouths of these common Lorule foes are lined with razor-sharp teeth, and these dragons like to snap down on anything that gets in their way. Approach with caution and, if possible, attack with a long-range weapon.

Spiked Iron Ball

- **Damage:** 1/2 heart
- **Hits to Defeat:** Invincible
- **Location:**Tower of Hera, Desert Palace

This is more of a trap than an actual enemy, but it causes damage nonetheless. Time its movements and skillfully run past it. If you have the Ice Rod, use it to briefly stun them.

Stal

- **Damage:** 1/2 heart
- **Hits to Defeat:** 4
- **Location:** Lorule Field, most dungeons

Some of Lorule's skulls are actually evil creatures called Stals in disguise. They spring to life and attempt to bite down on Link when he is closest. Just slash at them with your sword or use your Fire Rod to defeat them easily.

Stalfos

- **Damage:** 1 heart
- **Hits to Defeat:** 6
- **Location:**Dark Palace

Stalfoses are nimble skeletons that leap out of range of Link's sword. Either use the sword to back them into a wall so they may be struck, or fire arrows at them from afar. Arrows are the better option, as they're more likely to find their mark. Use the sword to keep the Stalfoses at bay while lining up your bow shots.

Swamola

- **Damage:** 1/2 heart
- **Hits to Defeat:** 2
- **Location:** Eastern Ruins Region, Misery Mire Region, Lorule Lake Region

Swamolas leap out from the water to attack you as you swim. They do not relent and are difficult to target and defeat. Swamolas are best avoided, but Link can defeat them if he's quick to strike after they've emerged. Try using the Ice Rod to stun and defeat Swamolas.

Taros

- **Damage:** 1 heart
- **Hits to Defeat:** 2
- **Location:**Lorule Field

These are a staple enemy in Lorule and can be found throughout the dark overworld. Taros come in red and blue varieties, with the red ones being a bit tougher to chop down. These beasts like to block with their spears, so slash at their flanks or from behind to dispatch them quickly, although it's best to stun or slay these dangerous minions with ranged weaponry from a safe vantage.

Tektite

- **Damage:** 1/2 heart
- **Hits to Defeat:** 3 (Blue) 6 (Red)
- **Location:** Death Mountain Region, Eastern Ruins, Desert Region

Tektites will be familiar to any fan of the world of *Zelda*. These enemies hop toward your position relentlessly. They can't be hit by the sword or bow while airborne. Use your Tornado Rod to stun them, then slash them with the sword. Or use the Fire or Ice Rod to hit them at a distance. Don't let them get close!

Terrorpin

- **Damage:** 1/2 heart
- **Hits to Defeat:** 1
- **Location:**Tower of Hera

These evil turtles stalk Link while remaining hidden in the safety of their thick, hard shells. Terrorpins are invincible when they are upright. Use the Tornado Rod or hammer to flip them over on their backs, then slash with the sword.

Vulture

- **Damage:** 1/2 hearts
- **Hits to Defeat:** 2
- **Location:**Desert Region

Vultures, like Crows, fly out weapon range, then swoop down for the attack. They fly down to inflict damage, then curve around in a circle, which makes predicting their landing patterns difficult. Avoid their dive attack then they get close, slash away with your blade. Or simply knock these pests from the sky with the Ice, Fire, or Tornado Rods!

Wallmaster

- **Damage:** Special
- **Hits to Defeat:** 4
- **Location:**Skull Woods

These creepy giant hands lurk around on dungeon ceilings. You can tell when they approach by the shadow that grows underneath you. If they grab you, they will take you all the way back to the dungeon entrance (or the most recently used entrance)—annoying! Wait for them to slam down on your position, run to the side, then slash as fast as you can to defeat this creature quickly. It will return after several seconds, but at least you'll have a few moments of safety!

Water Tektite

- **Damage:** 1 heart
- **Hits to Defeat:** 1
- **Location:**Swamp Palace

These water versions of Tektites hop along the surface of the water and can be a threat when you cross the water they reside in. Use a long-ranged weapon like the Hookshot or bow to dispatch them, If you are caught in the water next to them, dive down below the water to dodge them.

Wizzrobes (Fire and Ice)

- **Damage:** 2 hearts
- **Hits to Defeat:** 2
- **Location:**Turtle Rock, Ice Ruins

These fellows are tricky and unpredictable. They like the hit-and-run tactic of shooting a magic projectile, then disappearing, only to reappear in another position to repeat the process. It is best to use the Ice or Fire Rod from a distance and be done with it.

Zazak

- **Damage:** 2 hearts
- **Hits to Defeat:** 5
- **Location:**Thieves' Hideout

Zazak attack in packs but they walk toward you like zombies with no real combat tactics. Their arms are outstretched, but all they will get is sword slashes, which is the easiest way to dispatch them. Use the Ice Rod to stop them in their tracks, then pummel them the best way you know how. When you encounter larger groups of Zazaks, use the Tornado Rod or Ice Rod to stun them.

Zirro

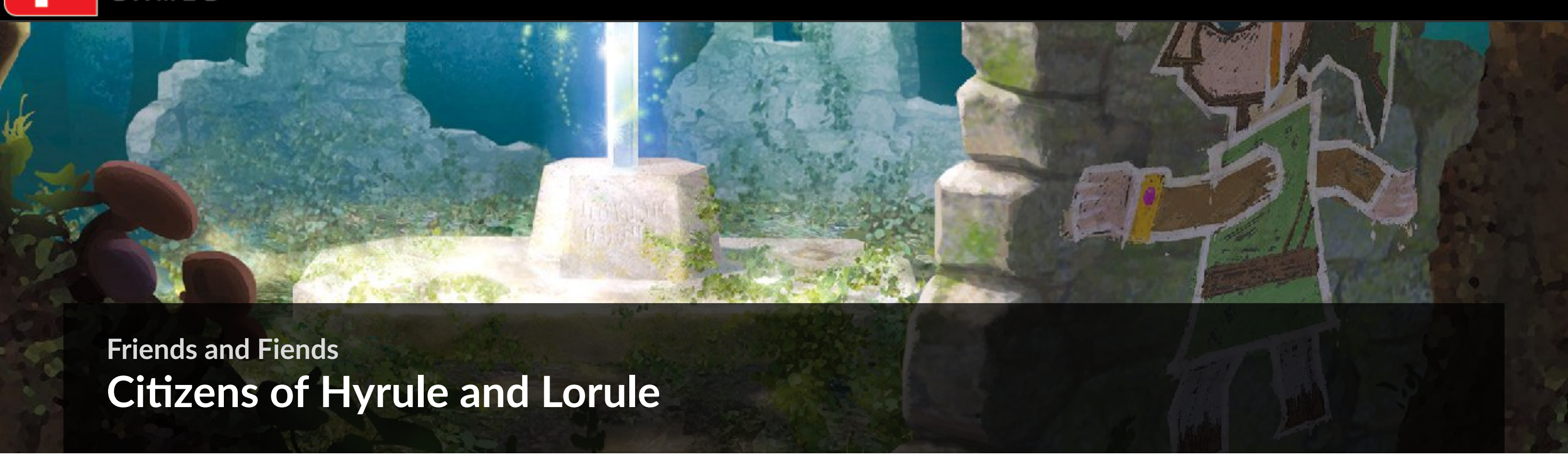
- **Damage:** 1 heart
- **Hits to Defeat:** 1
- **Location:**Lorule Field

Zirro can be found throughout Lorule and are a difficult enemy to attack. They swoop down like Crows and Dactos but for a shorter time. They will also shoot projectiles out of their mouths, so keep that shield hand ready. Zirros are vulnerable to any of Link's weapons when flying low, but while hovering on high, they can only be hit by the Fire Rod, Ice Rod, and Tornado Rod. It is best to attack this enemy from a distance.

Zora

- **Damage:** 1/2 heart
- **Hits to Defeat:** Ranged attacks only
- **Location:** Hyrule lakes and rivers

While Oren, queen of the Zora, may be on your side, the other Zora do not share her opinion of you. They will pop out of the water and shoot fireballs at Link, so block with a Hylian Shield, and if you are in shallow water or on a nearby dock, fire your bow or Hookshot a couple times at them to fell these stubborn sea creatures. Otherwise, simply dodge their fireballs as you explore Hyrule.



Friends and Fiends

Citizens of Hyrule and Lorule

Introduction

This chapter lists all the residents of Hyrule and Lorule, explains their importance, and details where you can find them. The characters you run into in the realm of Hyrule are not the same people that you will encounter in the darkness of Lorule, and that will be clarified as you read on. Furthermore, every enemy and boss that stands in your way will be dissected, including their appearance and the best way to defeat them. Keeping your friends close and your enemies closer does not apply here.

The following characters dwell in the world of light and dark. Some help Link on his quest by giving items, some act out in random and hilarious ways that add to the ambience and atmosphere of the game, and some hinder and attempt to destroy Link.

Link

Link is the lazy boy from Hyrule who has trouble getting out of bed. However once Zelda is kidnapped along with other leading citizens of Hyrule, Link must become the hero of legend and acquire the Triforce to overcome evil and bring the balance of power back into the hands of the good guys. He's fighting not only for the good people of Hyrule, but for those who dwell in Lorule as well. This time around, however, he gains the ability to change into a painting to travel between Hyrule and Lorule.

Impa

Lady Impa is Zelda's most respected and loyal right hand lady and nurse. Impa may look old and decrepit, but she is gruff, tough, and stern. Impa is highly respected by royalty and commoners alike for her previous influence over the kingdom of Hyrule. She is a descendant of one of the Seven Sages and will need Link's help along the way, because Yuga turns her into a painting.

Princess Zelda

The princess of Hyrule is just and kind, even though she is still a child. She has the sole responsibility of looking after the Triforce of Hyrule, with such characteristics as power, wisdom, and courage. Her reign is strong, although not strong enough, because she is kidnapped in an unorthodox way, by being turned into a painting! Let's hope our hero in green can wake up before noon to help rescue the princess of the world of light.

Sahasrahla

While his name may be difficult to say, he is an easy man to befriend and look up to. He is the wisest man in Hyrule, Osfala's master, and a highly respected councilor to the royalty of Hyrule. He helps Link throughout his quest, explaining certain important facts, while also lending a hand when times are too tough for Link to handle alone. Whenever you are in a bind, go speak to this kindhearted old man.

Osfala

Osfala is apprenticed to Sahasrahla and quite the formidable friend to Princess Zelda and those on the side of good. While his name may be almost as difficult to pronounce as his master's, he is not as wise or as powerful, and at times he runs into battle a bit hastily. Osfala is also known to be a descendant of the Seven Sages and is later kidnapped by Yuga and turned into a painting.

Priest

The priest of the Sanctuary by the graveyard in Hyrule is a kind man with good intentions. His daughter is Seres, the nun of the church of the light world.

Seres

Seres, the priest's daughter, is just as kind as him. She is a nun at the Sanctuary and is always happy to hear from you. She is descended from one of the Seven Sages of Hyrule. She is one of the first people that Yuga turns into a painting.

Oren

Oren is the radiant and just ruler of the Zora people of the sea. While she is a kind soul, she will become quite the opposite if her smooth gem is stolen, so watch out! She is a descendant of one of the Seven Sages and is one of the people kidnapped by Yuga and turned into a painting.

The Old Witch

This witch is the grandmother of Irene, the witch who helps Link travel around Hyrule. As an inside note, this character appeared in *The Legend of Zelda: Link to the Past*, but she was much younger. This could be a clue into just how much time has passed. With the right ingredients, this witch can make Link a variety of potions to assist him in battle. Visit her often and select to just to chat; she will be so grateful that she will cure Link for free!

Irene

Irene is a young and cocky up-and-coming witch of Hyrule. She is the granddaughter of the old witch. Irene gives Link a bell; ring this bell and Irene will appear and whisk Link away to any unlocked weather vane throughout Hyrule. She is believed to be a descendant of one of the Seven Sages and is kidnapped and turned into a painting by Yuga.

Broomie

Broomie is Irene's broom and mode of transportation. At a certain point, Irene is out of commission, and Broomie transports Link. How does this broom get to you so fast?

Rosso

This heavy-set and homely man is the miner of Hyrule. Link finds his signs on the way to his mines. Link can go to his house to receive the Power Glove, which allows Link to pick up small rocks with ease. Help Rosso clear out the rocks around his house and he will pay you handsomely. While he may not look it, Rosso is believed to be a descendant of one of the Seven Sages. His muscles do not help him when Yuga kidnaps him and turns him into a painting.

Dampé

While Rosso may be homely, Dampé is just plain ugly. Do not let his looks fool you; he really does have a heart of gold and just wants to be loved. Dampé is not the intellectual heavyweight of Hyrule, so he was only able to get work as a grave digger. Link can find Dampé loitering around by the Graveyard next to the Sanctuary in Hyrule. He happens to be around during the beginning of the terrible events that occur in Hyrule.

Captain of the Guard

The Captain is the commander of Hyrule's troops of and the recipient of Link's first delivery in the beginning of the game. The Blacksmith forges an amazing sword for the Captain, but he forgot to take it, so Link must bring the aptly named forgotten sword to him. The Captain is the victim of a wickedly cruel scheme in the beginning of the events in Hyrule.

The Blacksmith

The Blacksmith forges all the weapons and shields in Hyrule and is Link's master. He is a gruff man and is not pleased when Link sleeps in and is late for work. The Blacksmith tasks Link with bringing the Captain the forgotten sword when it is...well, forgotten. He becomes quite useful for sharpening and forging anew the Master Sword when Link finds pieces of Master Ore. The Blacksmith of Lorule is actually much more capable, and he upgrades the Master Sword to the highest level.

The Blacksmith's Wife

The wife of the Blacksmith is a kindhearted woman who tries to defend Link's tardiness in the beginning of the game. She dearly loves her son Gulley. She made the pouch that Link finds on a tree stump, which allows him to equip more items.

Gulley

This short and stumpy boy is Link's best friend. Gulley is a gentle and peaceful boy who wishes to befriend everyone, regardless of their nature. He enjoys sitting in a forest clearing and hanging out with animals. He may not look it, but he's a descendant of one of the Seven Sages of Hyrule. Sadly, Gulley is turned into a painting and kidnapped by Yuga.

Ravio

Who is this guy and why is he dressed like a bunny with dental problems? The mysterious merchant helps Link back home after his first confrontation with Yuga. He is even more curious in appearance, wearing his mask throughout the game. Along with his winged friend, Ravio moves into Link's house and sets up shop selling weapons. Link can rent quest items for cheap, or buy them for a cool stack of Rupees. Ravio gives Link a bracelet that, when activated, allows Link to freely turn into a painting and wall merge, which also grants Link a way to travel between worlds.

Sheerow

Ravio's animal companion does not leave his side except to retrieve any of Ravio's rented weapons from your crumpled body. He will even travel to Lorule to get them! This bird is loyal and determined, but lacking in compassion. Don't expect any sympathy from Sheerow if you faint in battle.

Mother Maiamai

This distressed mother has lost all 100 of her children. She dwells in a cave east of Link's house in Hyrule. Whenever Link finds 10 lost Maiamai and brings them to her, she is so grateful that she upgrades any weapon Link has purchased from Ravio (she won't upgrade rented weapons). If Link finds all 100 chirping lost Maiamai, the loving mother upgrades Link's spin attack into the great spin attack.

Ganon the Demon King

The Demon King is the evil force that threatens to take over Hyrule and the Triforce. Ganon takes a backseat to Yuga in this adventure. Yuga attempts to gain Ganon's power to defeat Link and control the Triforce for himself.

Hilda

Hilda is the princess and ruler of the realm of Lorule, which is the dark, opposite side of Hyrule. This poor distressed woman has been beaten down by her kingdom's troubles and has no choice but to call on Link to help her and Lorule become whole again. After her forefathers destroyed their Triforce, the balance of good and evil became tipped and chaos has reigned ever since. While her intentions seem pure, her true goals are not revealed.

Yuga

This evil antagonist came from Lorule to obtain the Triforce for his own selfish purposes. Yuga wields a mysterious rod that confines people in a painting. Yuga attempts to turn Link into a painting, but thankfully, Ravio's bracelet protects him from a horrible fate. Yuga eventually summons Ganon to absorb his power in an effort to overcome Link and take the Triforce for himself.

Thief Girl

This odd looking woman is confined in a cell in the Thieves' Hideout. Link must free her to complete the dungeon and get out. She is completely useless in battle but helps to activate switches. After you win her freedom, she will find a home in a cave and will reward you with a fat stack of Rupees.

StreetPass Gramps

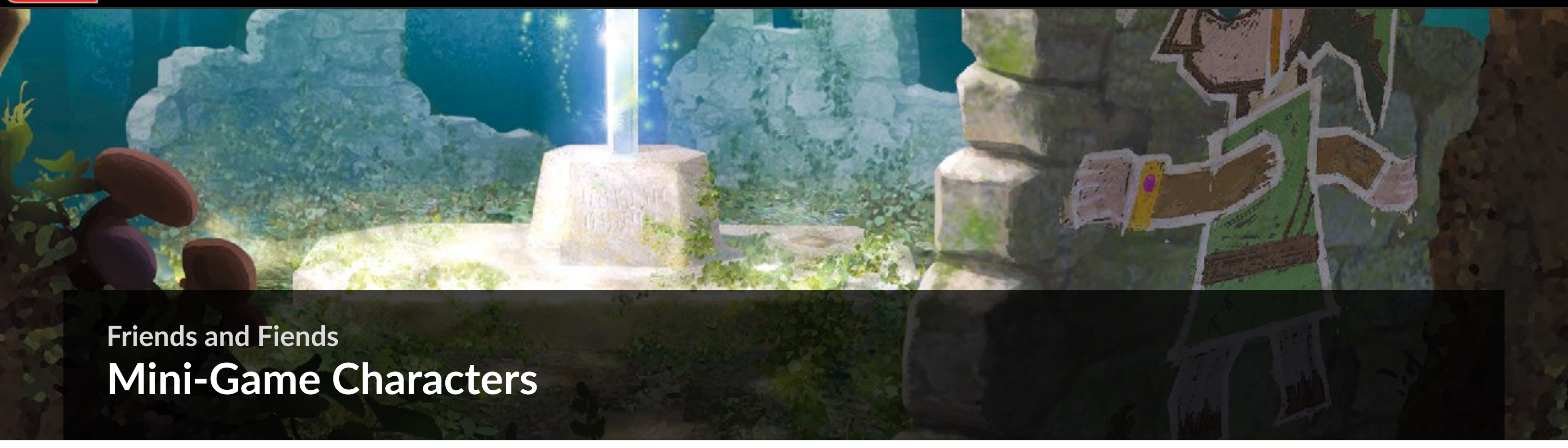
This man is a legend in StreetPass battle tactics and settings. Find him in Kakariko Village and he will share his knowledge of StreetPass. Whatever you want to know to participate and thrive while communicating via StreetPass, he is your man!

Hint Ghost

The Hint Ghost does not dwell on any normal plane of existence. He waits to bestow his knowledge and foresight to anyone with Play Coins. By using the Hint Glasses, the great beyond is available for viewing. If you are truly stuck, speak to the Hint Ghost. At the cost of one Play Coin, he may have the answer for you!

Fortune-Teller

The Fortune-Teller is an odd person who will be happy tell your fortune, for a price. Visit the Fortune-Teller often throughout your journey to get tips and hints into what to do and where to go next. Just make sure you have some deep pockets.



Friends and Fiends

Mini-Game Characters

These characters are optional to interact with through Link's journey. However, if you wish to collect every piece of heart or lost Maiamai, then you must play these characters' games.

Fortune's Choice Guy(Lorule)

This shifty-eyed miscreant is in charge of the game of Fortune's Chance in Lorule. You have three choices to find the most valuable contents of several treasure chests. The cost of admission is high and the chances of winning are low, but there's a piece of heart to be won.

Fortune's Choice Guy (Hyrule)

Hyrule's Fortune's Choice Guy runs a simple game. Pay him 50 Rupees, and he'll let you open one of two chests. One chest contains a Silver Rupee, while the other contains a Green Rupee. If lady luck is on your side, you'll double your money!

Rupee Rush Gal/Rupee Rush Guy

These characters run the Rupee Rush game, with the girl in charge in Hyrule and the guy in Lorule. Your goal in their game is to collect as many Rupees as possible before the time runs out. Use your own stopwatch so you can get the best score to gain the piece of heart. Both games have a lost Maiamai within the game grounds.

Cucco Lady

This kind lady owns what seems like an unlimited number of cuccos. In her game, Link goes in a small cucco pen and must dodge all the cuccos that come flying at him. The game has different difficulty levels, and if you have accurate hand-eye coordination, you might win a piece of heart.

Tip

The music is a hidden clue. The two melodies will repeat, when the second begins to play again, that means you have one second left!

Octoball Players

These three children have found a way to have fun in the chaotic and cruel world of Lorule: the Octoball Derby. The team is made up of three players, one being the pitcher. This game is difficult, but it gets easier with practice. Find them in the clearing of trees in Lorule that used to be Gulley's favorite hangout in Hyrule.

Treacherous Tower Lady

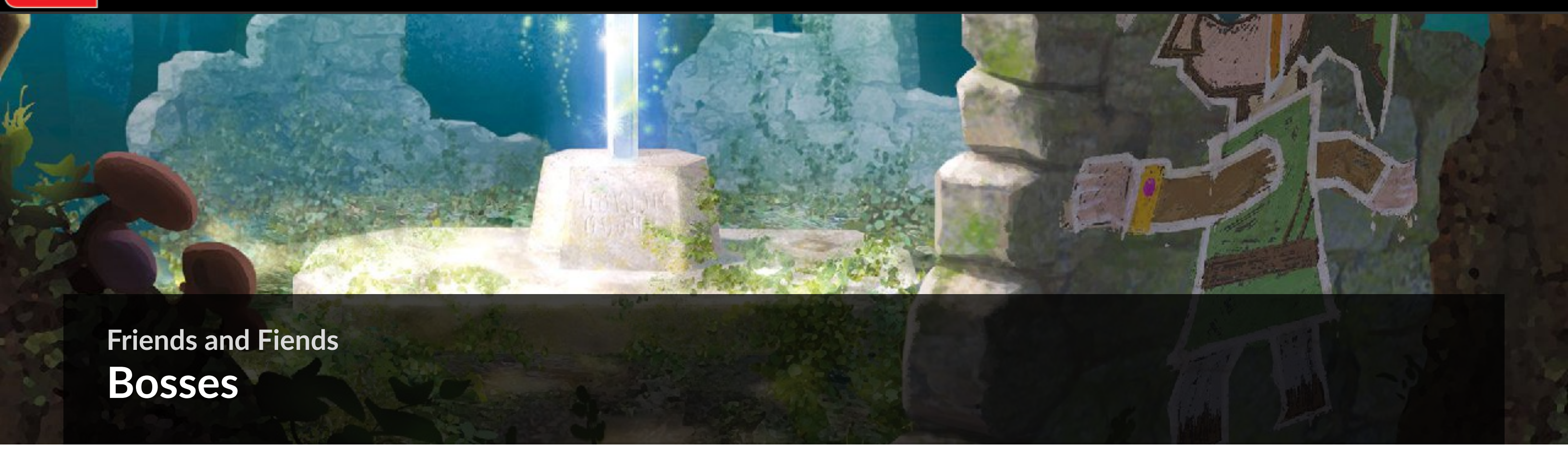
Find this woman in Lorule at the very top of Death Mountain. She resides at the entrance to the Treacherous Tower and appears to be quite lonely. She is very excited to see you and enjoys, a bit sadistically, your patronage. Her game can be very overwhelming unless Link is properly equipped. Take this mini-game on when Link has upgraded the Master Sword to at least level 2 and received the blue mail. Make sure you have upgraded the Ice Rod and Fire Rod too, which makes her game much easier. You can win a piece of heart as well as more Rupees than you will ever know what to do with. Complete the Advanced course twice to win the super net and super lamp.

The Hotfoot Brothers

These two brothers run a very challenging game. The premise of their game seems simple enough: run from one brother to the other across the map within a certain time. While it is possible to win the Beginner round without the Pegasus Boots, the harder levels require them.

Bee Man

This man loves bees more than anything. He even dresses like a bee! This man is grateful for any bees that you can bring him. He will be even more elated if you bring him a rare and precious golden bee! So keep your eyes open, your net ready, and an empty bottle in hand to profit from bee catching. Just make sure you get the snickering out of your system before you enter his home. It's rude to laugh at people who are different than you!



Friends and Fiends

Bosses

You have fought through countless minions and enemies, intelligently and cleverly solved difficult puzzles, and you have just found the Big Key. Everything you have accomplished up to this point has trained you for this moment...the boss fight. Each of these dastardly giants stands between you and victory. Continue reading to find the tips and tricks to defeat each boss.

Margomill

This towering boss is one of the first boss fights that you encounter. You face this strange boss at the end of your trials in the House of Gales. While Margomill may look intimidating, you can defeat this thing quickly if you follow the same pattern by hitting its weak point, its eye. As it spins around the arena, dodge as best you can and hit the circular levels until all but one are destroyed. Now is your chance to use the Tornado Rod to fly up and land next to the giant eye. Slash wildly to inflict major damage until you get thrown off. Repeat this process until it's defeated. Long-range weapons are great for destroying the lower levels if you do not wish to get close to it. You can also hit Moldorm in the head with the Hammer to briefly stun it. This isn't the most difficult boss fight, but you will still feel like a powerhouse when you are victorious.

Moldorm

You might recognize this boss from *The Legend of Zelda: Link to the Past*, and if you do, you will know just how to win this fight. However if you need a refresher, remember to go for the tip of the tail! Moldorm slides around the arena in an unpredictable pattern. Be quick on your feet and move quickly to slash at the weak point on the tip of its tail. Each time you injure it, it crawls faster, so you have to be quicker too. Don't worry if you are low on life, because if you hop down to the platform below and merge into the platforms, you will find hearts painted on the walls. Throwing bombs takes incredible timing and aim, but inflicts a great deal of damage as well. You will cut this thing down to size in no time.

Stalblind

In your trials in the Thieves' Hideout, you face this creepy skeleton at the very end. Stalblind wields a sword and shield and uses them with extreme prejudice. The trick is to use its shield to your advantage by wall merging into it. This confuses it and make it swing its shield behind it, which is your cue to merge out of the shield and unleash the fury of your blade on its backside. Continue this tactic until Stalblind smartens up and throws the shield away. Now Stalblind is much more ferociously powerful, but also defenseless. Dodge its swordplay and get in close to deliver some powerful blows. You can also use the bow, which is a great way to keep your distance and still deliver the pain. Later in the fight, Stalblind will detach its head. Dodge the its long sword and the disgusting black sludge it spews. Throw some bombs, shoot with your bow, or get in close to cut it up and you will achieve victory in no time!

Zaganaga

Once Link falls through the sand, he comes face to face with this plant-like creature whose only wish is to use Link for nourishment. You only have platforms to stand on, so using the Sand Rod is a must! Zaganaga will burrow underground, which may cause panic, but you can see where it is by the trail of a puff of sand moving around. Cast a wall of sand in its direction once it stops, and get in close to cut it up as much as you can before it leaves again. Definitely equip the Fire or Ice Rods as well; these cause a decent amount of damage, but also use up a lot of energy. Keep an eye on the gauge because you may need a sand pillar escape route. While Zaganaga has a dazzling attack that looks scary, it only takes half a heart. The real threat are the Peahats that it sprouts to hurt you. Use the Fire Rod to hit them from a distance, and collect the hearts that they drop to heal you if need be. Continue to make sand pillars to the giant plant and slash it up until it is no more. Zaganaga has a lot of life, so saddle up and be ready for a lengthy battle.

Knucklemaster

This is basically a giant Wallmaster with armor plating covering it everywhere, except for its eye on the palm side. At the beginning of the battle you will notice the many cracked floor panels, which come into play later. The biggest tip for this fight is to forgo any use of weapons that use up energy, because you will need all that you can get for wall merging. Trust us! Knucklemaster begins by balling up its fist and plowing it in your direction, so wall merge to become invincible and let it knock itself out! Step out of the wall quickly and slash its eye as much as possible. Continue this tactic until it gets angry and decides to change tactics by slamming down on you from above. Then it starts destroying the floor, making it quite difficult to find footing. Notice the large floor space with no cracks? Stay around there to reduce the number of floor panels being destroyed. Wall merge every time it slams down, then step out of the wall when it goes back up to recharge your energy as much as you can, because you will be spending the majority of the fight in the wall. Knucklemaster will try to punch you again, so wall merge and let it knock itself out again. Continue this tactic of wall merging when it slams down, as well as punching, then slash wildly with your sword when it is unconscious. When you get low in health, grab those painted hearts that line the wall of the arena!

Gemasaur King

This giant ferocious beast likes to stalk Link slowly at first while shooting gems at him from afar. Dodge these early attacks by wall merging then popping out to throw a few items of your own. Its thick gems shield it from any form of frontal attacks, so throw some bombs at its face. As you hit it with bombs, parts of its Rupee shield will rain down around you; throw enough bombs and its entire mask of gems will be destroyed. This is when Gemasaur King becomes far more dangerous. This frustrated beast will begin charging around the arena in an attempt to ram you. Wall merge to dodge, then step out of the wall and either hurl bombs or get close and slash as much as you can. Once you hurt it enough, it lets out a loud roar, extinguishing the lights. The only thing you can make out are the beast's bright eyes searching for you. Now might be a good time to panic. Wall merge to avoid its vicious tirade, and walk to a corner of the room to light the brazier to see what is going on. Now unleash your own form of fury and repeat the process until it's defeated. Wall merge will be your only solace through this fight, so use it intelligently.

Argghus

A creepy gigantic eye that shields itself with more eyes? That is not disturbing at all. The fastest way to get to inflicting some damage on this beast is to use the Hookshot to pull the eyes off individually, then slash each one to destroy it. Continue this process until the main eye is the only thing left, then go wild, slashing crazily at its cornea. If you wait too long to pull off the eyes, it will shoot the eyes at you, which catch fire and burn you. After you take off the eyes, it begins hopping, trying to stomp on Link. Continue to deliver the pain and it will eventually shoot laser beams out of its pupil, which can become pretty painful—avoid these blasts! The best trick is to use the Ice Rod to freeze this giant eye, to get in several slashes until it thaws back out. Just repeat this process and you can defeat this boss without even being hit once! The Ice Rod is by far the most useful tool in the game and this fight is no exception.

Grinexx

This giant rock-solid turtle begins by floating below the wire floor that you stand on, stopping in the open spaces to attack you with bursts of lava that can be pretty painful. This is where your best friend, the Ice Rod, comes in handy! As quickly as possible, cast an ice blast on the turtle through the open hole before it can shoot lava. Soon it hops up and joins you on the surface of the wire floor. This is where things get tense, because it will shoot its head out in your direction, and it has incredible range. The trick here is to—you guessed it—use the Ice Rod! Cast ice blasts every time this turtle extends its neck, which will freeze it for a few seconds, giving you plenty of time to slash it up. Continue this method until it self destructs.

Dharkstare

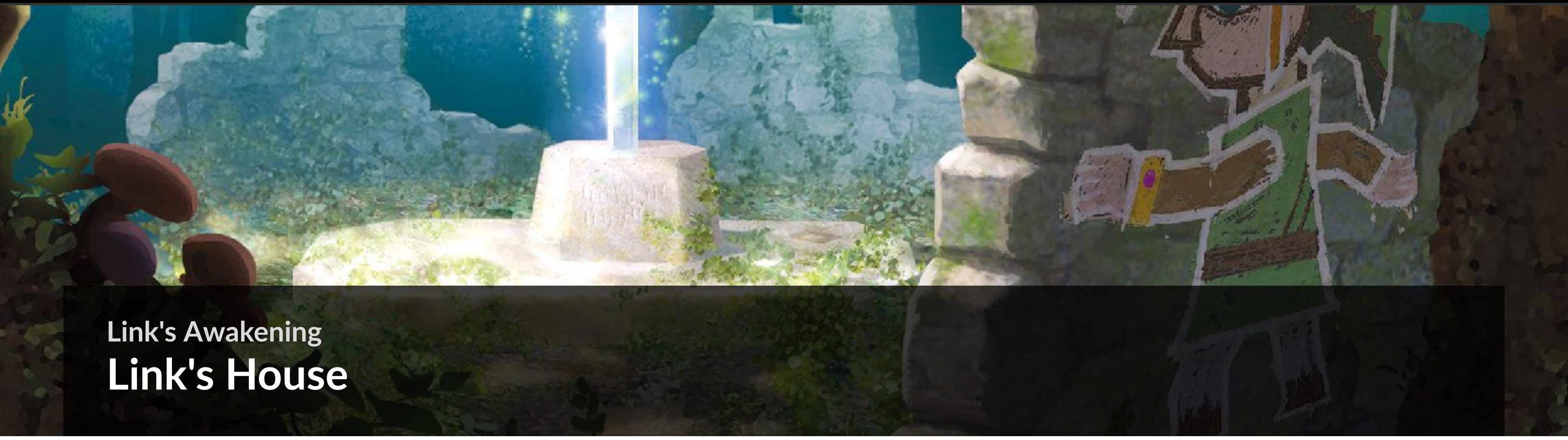
While the Ice Rod has been a dear friend, it needs to take a step back and let the Fire Rod take over. The Dharkstare is another giant eye that shields itself in thick ice, which needs to be melted with the power of your Fire Rod. Hit it three times with the Fire Rod to completely melt the outer shell. After you do this, watch out for the triangular laser attacks, which will cause heavy damage if you are trapped within the triangle. Stay on your toes and bob and weave to avoid this attack. Dharkstare will also shoot ice projectiles that will freeze Link if they connect with him. This monster regains the ice shield, which must be melted again with the Fire Rod. Once Dharkstare begins hopping around manically, your victory is close at hand. Attack with your mighty blade until it self destructs.

Yuga

You have to fight Yuga a couple times throughout your adventure. The first time, Yuga splits into three forms, but only one is the real Yuga. They merge into the walls and reappear in separate areas. To spot the real Yuga, look for the only one with a flame at the tip of his staff. Once you find the real Yuga, it is imperative that you follow that Yuga and continue to attack him every time he comes back out of the walls. If you hit the wrong Yuga, a Green Soldier appears in his place. However this is not all bad, because defeating these soldiers is a great way to get hearts. Continue this pattern until you defeat Yuga and he runs off.

Yuga Ganon

Yuga Ganon is much larger now and wields a large spear. Dodge the spear attacks, flank Yuga Ganon, and deliver as many blows as possible until he retreats. Once Yuga Ganon takes enough damage, he will hit an energy ball at you; deflect it until it hits Yuga Ganon and deals enough damage that he retreats into the wall. At this point Zelda gives Link the Bow of Light, which he must use to attack Yuga Ganon at his backside. Everytime you hit him in the back, Yuga Ganon will merge out of the wall, giving you enough time to slash him as ferociously as possible. Finish him off with a blast from the Bow of Light, which must be shot at his frontside to distract him, then immediately turn and fire in the opposite direction to get his back. Thus ends the rule of Yuga Ganon.



Link's Awakening

Link's House

Sleepy-Headed Hero

A new day dawns in the peaceful land of Hyrule. Inside a cozy cottage, we find our hero, a young boy named Link, fast asleep.

Though Hyrule is tranquil, Link's dreams are anything but. This morning, he is troubled by eerie visions of a triangular golden artifact, and the fiery eyes of a mysterious monster.

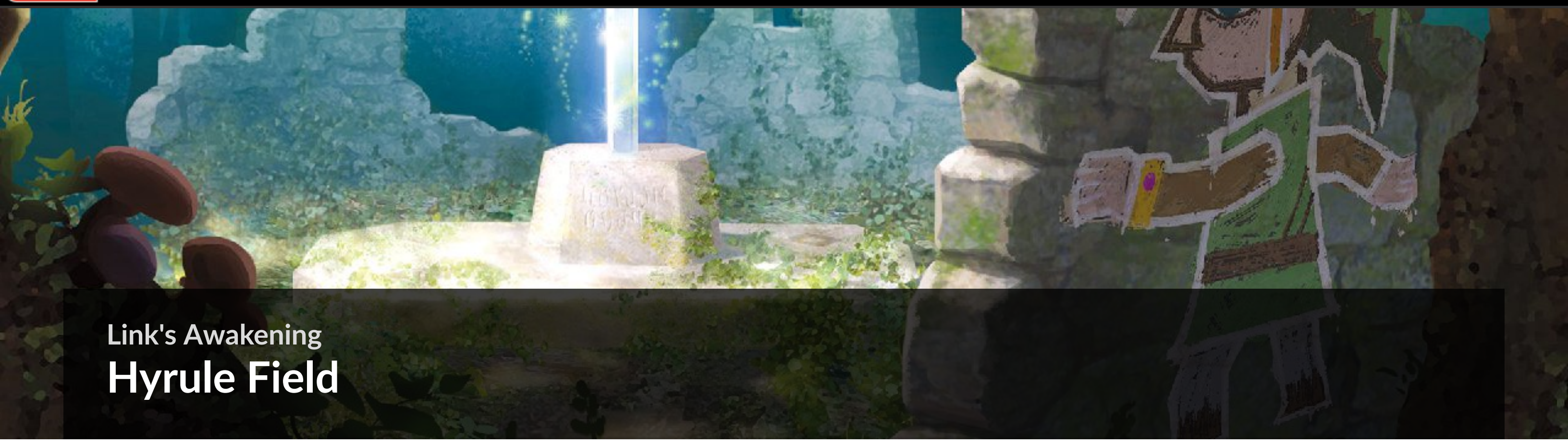
Our hero's bad dream ends when another youngster, Gulley, arrives and awakens Link. It seems our hero has overslept—he's late for work at the Blacksmith's shop!

Tip

Hanging Around The House

Before you follow Gulley out of Link's House, take a moment to lift and throw the three pots near Link's bed. Simply approach the pots and press to lift one, then press again to throw it. Smash! Lifting and throwing pots is a good way to find small items such as Rupees and hearts. Don't worry if you don't find anything—the chance of finding items in pots is usually random.

Most of Link's decor is mundane (hey, it's a bachelor pad), but there is one interesting novelty hanging on the east wall. This mask should be familiar to fans of *TheLegend of Zelda* series. It's none other than Majora's Mask!



Link's Awakening

Hyrule Field

Weather or Not You Save

Gulley is waiting for Link outside, and urges our hero to pick up the pace. Link is late for work, and Gulley's father, the Blacksmith, is steaming mad.

You don't get far before Gulley slams on the brakes, causing Link to take a tumble. Gulley points out a nearby weather vane, and insists that Link use the object to save his progress. You haven't made much progress yet, but no matter! Approach the weather vane and press to give it a spin and save your game.

Tip

Weather Vanes and You

Each time you activate a new weather vane, it becomes marked on your map. There are several weather vanes around Hyrule, and activating them all comes in handy later on. So be sure to activate every weather vane you see!

Tip

Green Hero, Green Thumb

After using the weather vane to save your game, check out Link's little garden. Link can hoist these bushes over his head, potentially discovering small items. Just press to lift a bush and see if there's anything beneath it. Press again to toss the bush away.

To the Blacksmith

Toss more pots and bushes behind Link's House if you're feeling destructive. When you're ready to move along, head west and watch as Gulley sprints northward. Gulley won't let you stray too far, so simply follow him.

When you reach a river, turn left and go west again, picking up a dirt path. The Blacksmith's Forge is just ahead—better hurry inside!

Note

Heavy Lifting

There's a cave near the Blacksmith's Forge, but a large rock blocks it. Link can't lift rocks of this size, but perhaps in the future, he'll have the strength. Don't worry, we'll remind you to come back and explore this cave later, when the time is right!

Note

Link Sees the Signs

Did you notice the sign back near Link's House that informs you how to use weather vanes? Of course you did! And there's another sign in front of the Blacksmith's Forge. Stand in front of the sign and press to read it. You'll learn that this is, in fact, the Blacksmith's Forge. Good ol' Gulley wouldn't steer you wrong!

Link's Awakening

Blacksmith's Forge

Shielded from a Scolding

Inside the Blacksmith’s Forge, Link finds the Captain of the Royal Hyrulian soldiers trying on a new shield. The craftsmanship is excellent, and the Captain quickly departs, pausing only to reprimand Link for oversleeping.

Before the Blacksmith can give Link a well-deserved earful, his wife realizes that the Captain left without taking his new sword. Link is in luck, because there’s no time for a scolding. The Blacksmith orders Link to bring the sword to the Captain without delay.

Captain’s Sword

You got the Captain’s Sword. Now deliver it!

Errand Boy

The Captain has likely returned to Hyrule Castle, so that’s where you need to go. Luckily, it isn’t far, and the Blacksmith has even marked it on your map. Simply run east from the Blacksmith’s Forge, following the river to the castle’s stone bridge.

Link's Awakening

Hyrule Castle

Nobody’s Home

Speak with the guard who’s standing watch outside the castle’s front gate. The Captain isn’t about—he’s gone to visit the Sanctuary.

The guard goes on to say that the Sanctuary lies to the north of the castle, and advises that you take the west path to get there. He even marks the Sanctuary on your map. What a pal!

Note

Castle Vandalism

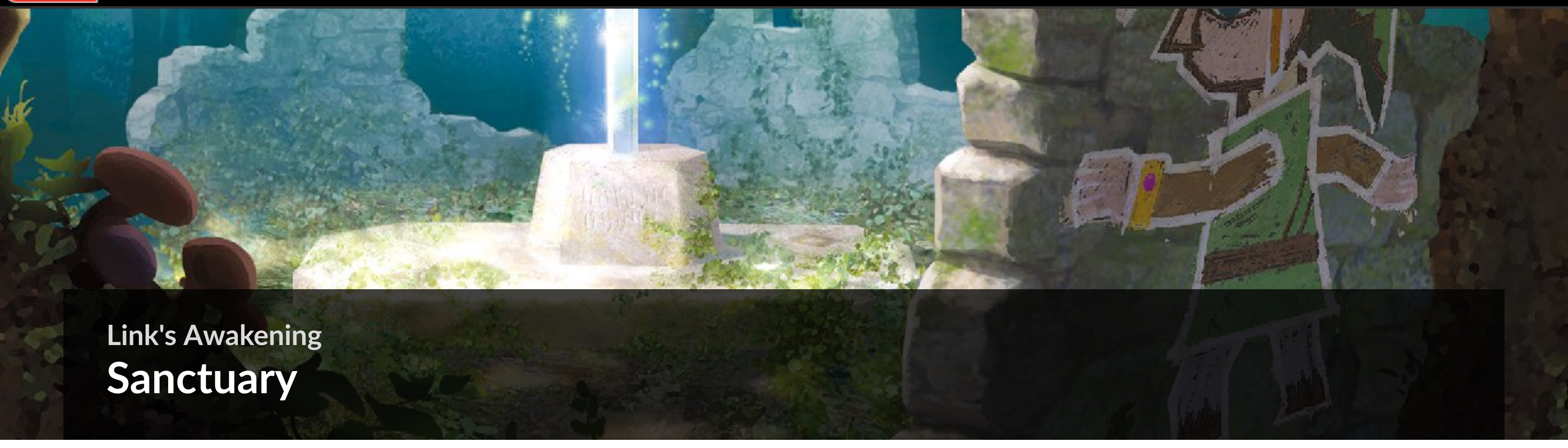
As you travel to the Sanctuary, you can’t help but notice several guards who are hard at work scrubbing paint off the castle’s walls. Someone has vandalized the castle!

Upon closer inspection, the paintings appear to depict scary, burly soldiers. How creepy! You certainly wouldn’t want to tangle with these rough customers...

Note

Heart of Stone

If you head east instead of west and explore the castle’s east grounds, you’ll spot a piece of heart that’s surrounded by small rocks. Link can’t lift even these little stones, but there will come a time when he can. We’ll remind you of this piece of heart when that time comes. (Collect four pieces of heart to add a heart container to Link’s life gauge!)



Link's Awakening

Sanctuary

Sprint to the Sanctuary

Go west and then north, following the castle wall. When you can't go any farther north, turn left and head west.

You soon come to a sign. Press to read it and learn that the Sanctuary lies to the north, just like the guard said. Follow the dirt path northward without delay.

The next sign you encounter tells you that the Sanctuary lies to the east. It also mentions that a Fortune-Teller is found to the west, but there's no need to have your fortune foretold at this point. The Captain needs his sword!

Sanctuary Save Point

Go east to reach the Sanctuary's outer grounds. Use the nearby weather vane to save your progress and add the Sanctuary's weather vane to your map.

Note

Chest Out of Reach

Did you notice the treasure chest on the high ledge just west of the Sanctuary's grounds? It's sure to contain something valuable, but it's out of reach and surrounded by wooden pegs. There seems to be plenty of stuff for you to discover around Hyrule later on!

Beauty and the Beast

At last, you've come to the Sanctuary. Outside, you find the Priest's beautiful daughter, Seres, speaking with Dampé, Hyrule's creepy grave digger. Seres is surprised to learn that the Captain forgot his sword, and hurries into the Sanctuary to fetch him, leaving you to share an awkward moment alone with Dampé.

Trouble!

While Dampé drones on about the Captain and Seres, you suddenly hear a scream from within the Sanctuary. It's Seres and she's in trouble! But before you can act, the Sanctuary door slams shut, sealing Seres inside.

The Captain is also inside the Sanctuary, but he doesn't have his sword! Try as he might, Dampé can't open the doors. Then Dampé remembers that the Priest once told him about a secret passage leading into the Sanctuary from the nearby Graveyard. You'd better check it out!

Graveyards are dangerous places, and Dampé recommends that you start swinging the Captain's Sword if you run into any trouble. Not a bad idea!

Forgotten Sword

A sword forged by the Blacksmith. Nothing fancy, but it feels solid.

Tip

Hack and Slash

Now that you've got a sword, there's no need to lift and throw bushes and pots. Just slice 'em apart with a quick swing! Link can also chop down skinny trees and hack through tall grass with his trusty sword. Just be ready to defeat any bees that come buzzing out of Hyrule's greenery!

Bee

Damage: 1/4 Heart

Bees are tiny pests that sometimes come buzzing out at Link when he chops through grass and bushes in search of goodies. They can be caught and stored in bottles once Link acquires a bottle and a net.

Link's Awakening

Graveyard

Pushing for the Passage

Save your game at the Sanctuary's weather vane, then go east to locate the nearby Graveyard. Dampé says there's a secret passage leading into the Sanctuary around here somewhere. Unfortunately, he forgot to warn you of the Blobs that also lurk around here!

Blob

Damage: 1/2 Heart

These green gobs of goo are found all over Hyrule. Some hide underground and spring out when Link draws near. Blobs slowly pursue Link and are easily avoided.

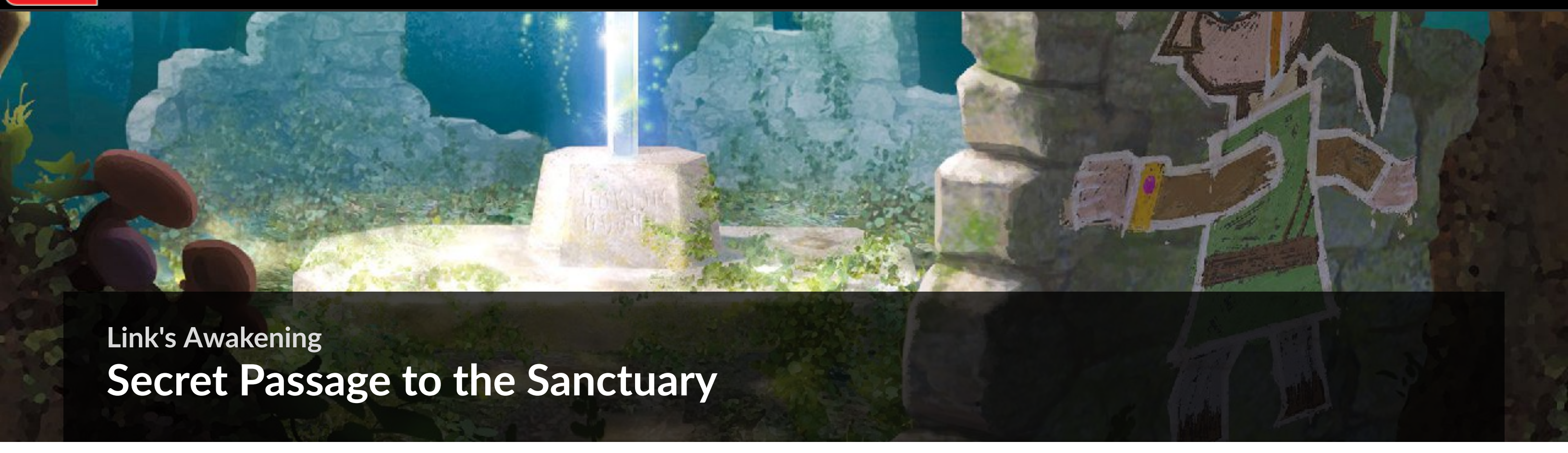
After securing the area, begin shoving the gravestones in search of the secret passage. Push each gravestone by standing in front of it and pressing . You find items underneath some gravestones, while dangerous Poe enemies spring out from others.

Poe

Damage: 1/2 Heart

Poes are vicious little spirits that haunt certain places. Their movements are quick and hard to predict, so rapidly swing Link's sword to defeat them.

The central gravestone is the only one you really need to push. It reveals a secret passage leading beneath Hyrule's surface. It looks awfully dark down there, but the Captain needs his sword, and Seres needs your help!



Link's Awakening

Secret Passage to the Sanctuary

Room 1: Pitch Black Pool

The secret passage couldn't be darker, but as luck would have it, a ray of light shines down on a treasure chest just inside. Open the chest to obtain a lamp. How convenient!

Hyrule Chest #1: Lamp

LAMP ACTION

The lamp lets Link light up dark areas. To equip it, first tap the Items button on the Touch Screen to open the Items menu. Then tap and drag the lamp over to the button slot on the right. You can also simply select the lamp and then press to set it to .

Once equipped, the lamp illuminates Link's immediate surroundings. Now you can see a little better! Run around and smash the room's numerous pots in search of loot.

TRIAL BY FIRE

The north door is sealed, and there are two braziers next to it. With the lamp equipped to , press while standing near each brazier. Link uses the lamp to light the braziers, and the room becomes much brighter.

After both braziers have been lit by Link's lamp, the north door opens. Hurry through!

Tip

Ancient Advice

The stone tablet in the room's center gives a clue about how to open the north door. Keep an eye out for similar stone tablets while exploring caves and dungeons—their advice can be invaluable.

Room 2: Chamber of Braziers

The next room is much larger than the first, but equally as dark. Fortunately, braziers are all over the place. Use the lamp to light them and brighten up this dark chamber. The lamp never runs out of uses, but the braziers will extinguish after a time.

CREEPY CRAWLERS

Beware: This chamber is full of threatening enemies, including Rats and Ropes. Defeat these swift critters with Link's sword as you explore the room.

Rat

Damage:1/2 Heart

Rats are quick little pests that are commonly found in dark areas. They pose little threat individually, but can become a danger when encountered in groups.

Rope

Damage:1/2 Heart

These vicious vipers slither slowly until they spot Link, then they dart toward him with surprising speed. Swing quickly and meet their charges with the point of Link's sword.

TWO TREASURES

This chamber contains two treasure chests, one on the high ground and one down low. Both chests are easy to reach. The low one contains a Red Rupee, while the high one contains a small key.

Hyrule Chest #2: Red Rupee

Hyrule Chest #3: Small Key

Heart on High

The brazier-filled chamber also sports a piece of heart on a high perch. This lofty prize seems unreachable, but you'll be able to claim it before long.

Key Discovery

The northwest door is locked. Claim the small key from the chamber's high chest, then use it to open the northwest door.

Room 3: Poe Ambush

A trio of Poes lurks in the next room, which is also pitch black. Swing Link's sword with wild abandon to defeat these threats, and use the lamp to light the east and west braziers. The north door opens after all three Poes have been banished by Link's blade.

Room 4: A Little Leverage

All's quiet in this small room, yet the north door is sealed tight. Light the central brazier to see that the north wall features two levers. Hold to grab the northwest lever, then move backward to pull it out from the wall. Once this lever is fully extended, the north door opens.

Leave the Other Lever Be!

Pulling the northeast lever causes several Ropes to drop from the ceiling in a sneaky ambush. Leave this lever be if you're wounded, or pull it and then defeat the Ropes to prove you're a hotshot.

Link's Awakening

Sanctuary

Portrait of Evil

At last, Link has reached the Sanctuary's interior. With sword drawn, our fearless hero barges into this sacred place, ready to face any foe.

Nothing could have prepared Link for what happened next. Wielding some form of vile magic, a wicked fiend named Yuga casts a spell that transforms the Priest's daughter, Seres, into a painting!

Seeing that the Captain has met a similar fate, Link wastes no time in charging the cruel Yuga. But as Link's blade draws near, the fiend quickly flattens against the wall, becoming a painting himself!

Link bounces off the wall and falls to the ground, quickly losing consciousness. How could this be?! Seeing Link as no threat, the villainous Yuga emerges from the wall once more. After giving our hero a swift kick while he's down, Yuga quickly departs, clutching his prized painting of Seres.

Seeking Sahasrahla

Rude Awakening

Rude Awakening

Link awakens in his house, surprised to find a mysterious, purple-robed fellow in a bunny mask standing near his bed. The stranger introduces himself as Ravio and reveals that he's a traveling merchant. Ravio found Link lying unconscious at the Sanctuary and returned him to his home, which he thought was abandoned.

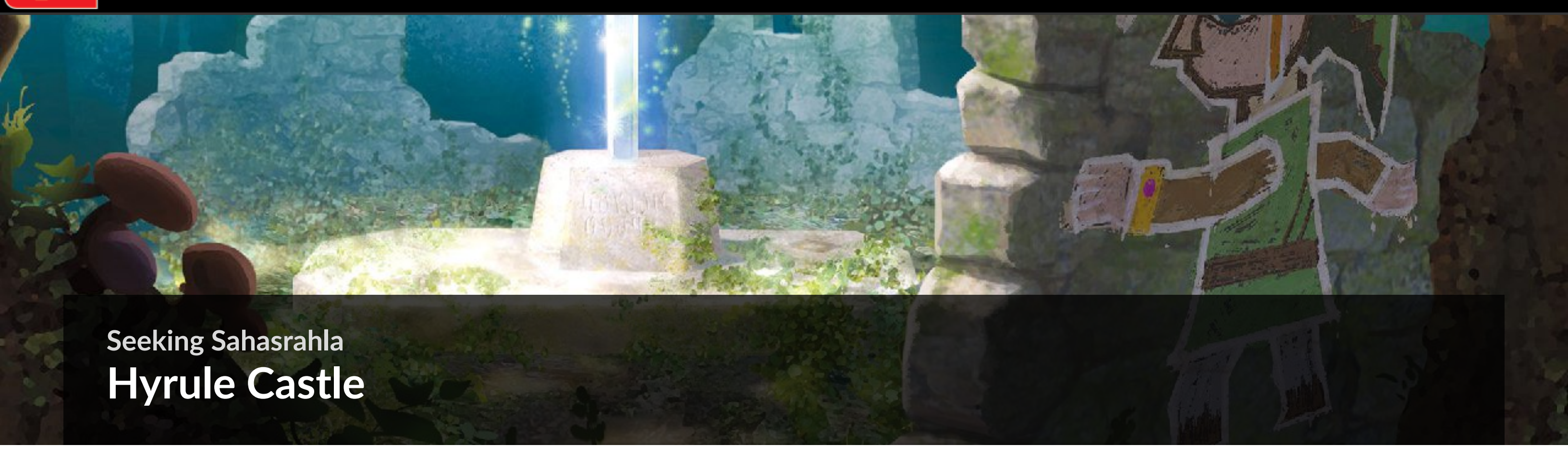
Ravio is shocked to learn of the recent events at the Sanctuary. He urges Link to hurry to Hyrule Castle and warn Princess Zelda of Yuga's evil deeds. Before Link leaves, Ravio asks if he can stay at Link's house. Agree to let Ravio stay, and he'll give Link a special bracelet to show his gratitude.

Ravio's Bracelet

A bracelet that feels a bit... strange. Yet it fits your wrist perfectly.

To Hyrule Castle!

There's no time to lose! Princess Zelda must be warned of Yuga's threat. Hyrule Castle isn't far, and you've been there before. Save at the weather vane near Link's house, then go north to reach the castle.



Seeking Sahasrahla

Hyrule Castle

Guards in the Yard

This time, the castle gate is open. Speak to the soldiers who are practicing their swordsmanship in the courtyard. One of them will teach you how to perform a spin attack by holding to charge up power and then releasing to perform the move.

Tip

Take It For a Spin

Stand in the middle of the nearby tall grass and hold . Release after Link's sword is fully charged to perform a spin attack that quickly cuts down all of the grass. Nice! This move is sure to come in handy when monsters swarm.

The Royal Nursemaid

Talk to the soldier near the castle's front door. He gets a good laugh at Link's story, that is until the royal nursemaid, Impa, comes out to greet you. To the soldier's surprise, Impa believes Link's story, and asks Link to follow her inside.

Majestic Murals

Inside the castle, Impa tells Link to wait while she speaks with the princess. Take this opportunity to examine the magnificent murals on the north wall. Each mural tells of Hyrule's history, and the dots on the carpet in front of each mural indicate the order in which they should be viewed.

Hyrule Historia

"The Golden Triforce"

This gift from the gods, Hyrule's greatest treasure, will grant the wish of any mortal who touches it. The Triforce once stoked greed in the hearts of men. A legendary war was fought to keep it out of evil hands.

"The Sealing of the Triforce"

To end the war for the Triforce, the royal family decided to seal off the Sacred Realm where it was kept. Thus they summoned the Seven Sages of legend, who sealed the Triforce away—where no one could get at it.

"Demon King Ganon"

The Demon King Ganon was once just a man—until he broke into the Sacred Realm. There he stole the Triforce and transformed himself, and then brought his evil campaign back to Hyrule.

"The Hero Awakens"

A hero of legend arose from humble beginnings, awoken to his purpose by a princess of Hyrule. With the Master Sword, the blade of evil's bane, he sought the descendants of the Seven Sages. Together they defeated the Demon King Ganon—and sealed him away in darkness.

"The Triforce, Split Apart"

The Triforce was split into three pieces, separated forever. One piece remains with the royal family. Another piece has fallen into Ganon's hands once more, sealed away with him. The third piece of the Triforce has vanished, though legend says it is hidden in the heart of a true hero. It slumbers now somewhere in Hyrule—waiting for the time when the world needs a new hero.

It's not long before Impa emerges from the princess's chamber. Princess Zelda is ready to see you now, and Impa invites you to join her upstairs. Hurry through the north door.

The Princess's Plan

Princess Zelda awaits in her chamber. The fair maiden's beauty catches Link off guard, but our hero quickly regains his senses and relays his troubling tale.

Much to Link's surprise, the princess believes every word of his story. In fact, though Link's name is unfamiliar to her, Zelda recognizes Link from her recent dreams. It's clear that something is amiss in Hyrule, and Zelda asks Link to seek out Sahasrahla, the elder of Kakariko Village. Sahasrahla's wisdom is vast, and the elder may be able to offer valuable advice.

Before sending Link on his way, Princess Zelda hands him a special charm. This charm has been in the royal family for generations, and Zelda believes Link will need it before long.

Charm

A special gift that you received from Princess Zelda.

Castle Combing

Kakariko Village is your next stop, but since you're here, let's take a moment to explore Hyrule Castle. Now that you've spoken with Princess Zelda, the soldiers will keep out of your way. Go through the east door after leaving the throne room to visit the castle's east wing.

Speak with the guards in the east wing if you like, then go through the south door to reach the castle's ramparts. Beware of the Crows perched in the trees once you're outside.

Crow

Damage:1/2 Heart

These bothersome birds swoop down at Link when they spy him from their lofty perches. Crows move quickly while diving toward Link, so swing the sword rapidly to clip their wings.

Out on the ramparts, a soldier won't let you enter the castle's second-floor door. No matter—there's something worth finding out here!

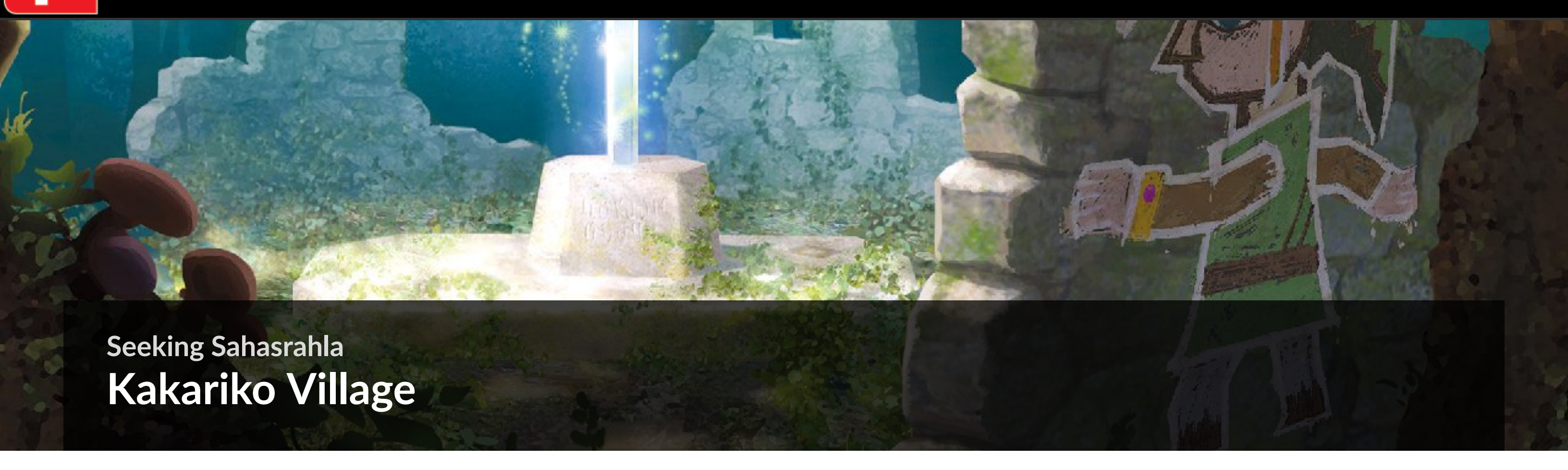
Run south along the eastern rampart to reach a treasure chest that contains a precious Purple Rupee. Just one of these is worth 50 Rupees. Score!

Hyrule Chest #4: Purple Rupee

Run around to the west rampart and drop from the gap in the wall to land back in the courtyard. Go north and enter the northwest door to return to visit the castle's west wing.

Another chest sits on the west wing's ground floor. This one contains a Blue Rupee, worth five Rupees. Every little bit helps!

Hyrule Chest #5: Blue Rupee



Seeking Sahasrahla

Kakariko Village

Gulley's Gone Missing

Kakariko Village is just a short trek to the west. Stop by the Blacksmith's Forge on your way to learn that Gulley has gone missing. He's probably just playing somewhere, but with all the recent trouble, the Blacksmith's Wife asks you to send Gulley home if you see him.

The Elder's Advice

Link doesn't get into the village very often, so this is a special treat. Sahasrahla's house is up north—it's the building with two front doors and an adjoining shed. Enter the door on the right to find the elder.

Inside Sahasrahla's house, Link finds the elder fast asleep. The wise man soon awakens, though, and is pleased to see Link. He's troubled by Link's tidings, however, and reveals that Seres is a descendant of the Seven Sages who sealed Ganon in darkness many years ago. Yuga must be capturing the Seven Sages' descendants in an effort to free Ganon!

Sahasrahla goes on to say that he's heard rumors of a strange man lurking near the Eastern Palace. He sent a friend named Osfala to investigate, but this is bad news, for Osfala is also a descendant of the Seven Sages! Sensing grave danger for Osfala, Sahasrahla asks Link to hurry to the Eastern Palace and investigate.

Village Tour

Save Your Game

Kakariko Village is a hub of excitement and activity. Speak to everyone you see outside for helpful tips and rumors, and save your progress at the central weather vane, adding it to your map.

Caution

Don't Harm the Cuccos!

Several cuccos cluck around Kakariko Village. Though these little animals are docile, they're also quick to protect their friends. If you strike a cucco over and over with the sword, a swarm of cuccos will soon flock to its aid. Cuccos can quickly peck you apart, so don't mess with these peaceful creatures!

Buy a Bottle

West of the weather vane, a Street Merchant calls out to you. This humble salesman peddles hearts for 10 Rupees, and also offers a rare bottle for 100 Rupees. The hearts are a ripoff, because you can find them just by cutting grass and shrubs. Be sure to buy the bottle, though—it's pricey, but it's worth it!

Speak to the Thief

A suspicious-looking fellow paces around the Street Merchant. This man is a well-known thief, but he hasn't done anything wrong... yet! Remember where you saw this troublemaker—you'll have dealings with him later.

Learn About StreetPass

Gramps stands just southwest of the Street Merchant. Speak with him to learn all about the game's StreetPass features. For even more information on StreetPass, check out the "StreetPass Action" section of "Chapter 2: How to Play."

Score a Shield

The village's Item Shop stands just west of the Street Merchant. Head inside to see what's for sale.

This Item Shop offers Scoot Fruit (50 Rupees), Foul Fruit (30 Rupees), and a shield (50 Rupees). The fruit are nice to have, but make sure to purchase the shield—it's a must-have for every adventurer!

Scoot Fruit

Foul Fruit

Shield

Note

The Item Seller's Plight

Speak to the Item Seller to learn that the shop is actually her husband's. The man left town after being scolded by his wife for buying an apple from the nearby Street Merchant. What drama! Keep a lookout for the Item Seller's husband and see if you can help resolve this little lovers' quarrel.

Raid the Cave

Low on Rupees? Not to worry; there's treasure in the nearby cave, just north of the Item Shop.

Open the chest inside the cave to score a Red Rupee. That's worth 20 Rupees! You can also see a piece of heart on a high ledge, but it's out of your reach at the moment. Don't worry; you'll come back for this later!

Hyrule Chest #6: Red Rupee

Note

Chest Behind Bars

You may have noticed another chest in the storage room next to Sahasrahla's house. This is also out of your reach at present, but you'll soon have the means to obtain it.

Nab a Net

A peculiar building with a giant bee on its roof stands just south of the weather vane. This place is too unusual to pass up!

A friendly man dressed as a bee lives inside this place. This is the Bee Man, and he just loves bees! He asks that Link bring him any bees he sees, and gives our hero a handy net to catch them. Note that the Bee Man will only give Link a net if Link has a bottle.

Net

A net you can use to catch every bee in your path. Go get 'em!

Catch Some Bees

Now that you have a net and bottle, let's see about catching some bees. Kakariko Village's southwest patch of grass is a good spot to find them, but you can find bees anywhere just by cutting down grass or bushes.

Hack through the village's greenery until you free a bee, then use the net to catch it. Choose to store it in your bottle afterward. If you don't find a bee, enter any building and exit to make the greenery reappear, then bee-gin your search again.

Bee

That guy who's fond of bees will buy these from you. Time to earn some Rupees!

With a bee all bottled up, return to the Bee Man's house. Speak to the Bee Man, and he'll gladly trade you a Purple Rupee for your little buzzing buddy. Now that's a honey of a deal!

The Rarest Bee

If you're really lucky, you might just discover a golden bee while cutting through grass and shrubbery. Be sure to catch these super-rare specimens with your net while you have the chance! You'll also need an empty bottle to store it in, of course.

Golden Bee

This rare bee is bright gold and sells for a high price.

Return the golden bee to the Bee Man for a fabulous prize: the Bee Badge! Now any bees you free will befriend you instead stinging you. Bee-autiful!

Bee Badge

No more stings! This badge makes you the friend of every bee.

Milk Your Visit

There's another peculiar building to the southeast. This one has a big cow's head on its roof, and the sign out front reads "Milk Bar."

Enter the Milk Bar to find several patrons enjoying tall, refreshing glasses of milk. If you have an empty bottle, speak to the Milk Bar Owner at the counter and purchase some milk for 20 Rupees. Now you can take it with you and drink it whenever you need a little pick-me-up. Milk fills up to five of Link's hearts when consumed.

Milk

Tasty milk straight from Lon Lon Ranch. It doesn't get any fresher!

Note

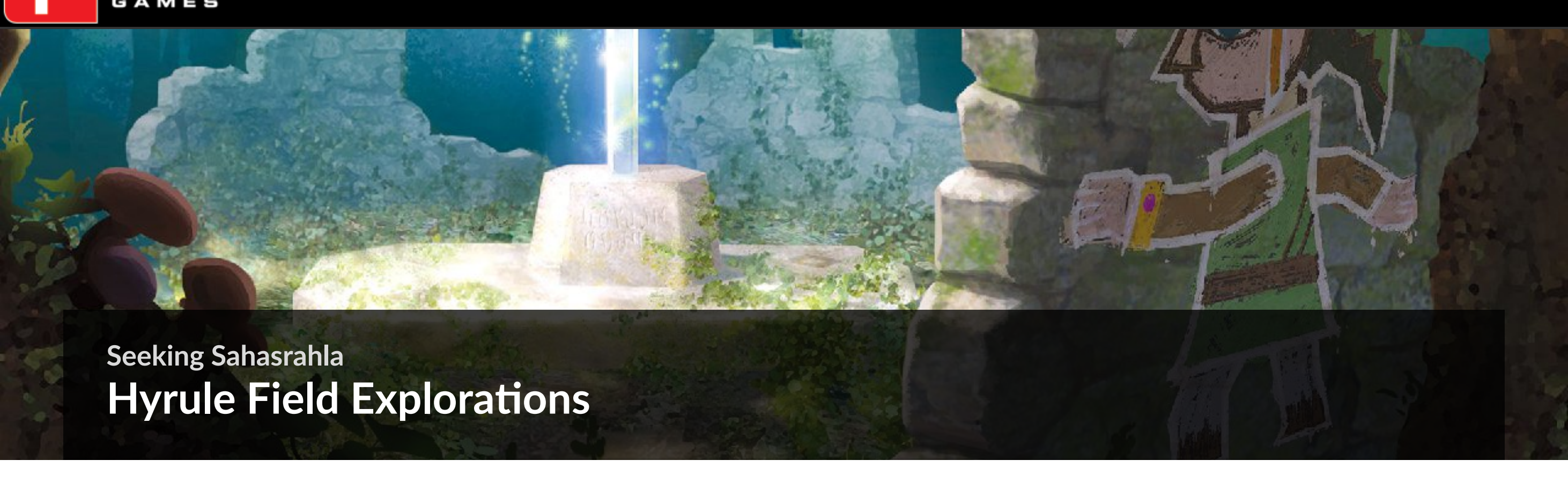
The Bard's Ballad

Pay the Milk Bar's Bard 10 Rupees, and he'll play a soothing song. There's no real reason to do this except for the fun of it.

Try Your Luck

The building to the east of the Bee Man's house has a large treasure chest on its roof, and the sign out front reads "Fortune's Choice." Looks like a place worth visiting!

Inside, pay the Fortune's Choice Guy 50 Rupees to play his guessing game. You'll be asked to open one of two treasure chests. One chest contains a Silver Rupee, worth 100 Rupees, while the other contains a single Rupee. It's a 50/50 chance to double your money—here's hoping lady luck is on your side!



Seeking Sahasrahla

Hyrule Field Explorations

The Eastern Palace is your next stop, but now that you've got a shield, along with other useful items like the lamp and net, it's a good time to explore Hyrule and see what's out there. If you'd rather just get a move on and proceed to the Eastern Palace, skip ahead to the "To the Eastern Palace!" section.

The Fortune-Teller's Specs

Exploring Kakariko Village sure has been fun, but you have an important quest to fulfill. Osfala may be in grave danger! Take the north trail out of the village to discover a blue tent. Head inside to speak with Hyrule's Fortune-Teller, who can tell Link where he must go to advance the adventure.

There's no need to have your fortune told at the moment, because you know exactly where you need to go: the Eastern Palace, which is currently marked by a red X on your map. However, the Fortune-Teller will give you a handy item called the Hint Glasses. When worn, these special spectacles reveal Hint Ghosts that appear near puzzling obstacles in the land.

Hint Glasses

Mysterious spectacles that let you see the unseen.

Leave the Fortune-Teller's tent and put on the Hint Glasses. Approach the large rock near the cave, and the power of the Hint Glasses will reveal a Hint Ghost floating nearby. Pay the Hint Ghost a Play Coin to have it give you a clue about how to move the large rock from your path. It will be quite some time before Link can lift this large rock.

Crazy for Cuccos

Return to Kakariko Village, and this time, take the southern path out of town to reach the Cucco Ranch. Speak to the Cucco Girl here, and she'll offer to let you play a fun minigame in which Link must dodge flying cuccos for a certain time. Beat every stage of this minigame to earn fabulous prizes, including your very first piece of heart!

Avoiding the cuccos is equal parts luck and skill. Keep on the move, but avoid the top and bottom areas of the pen, because you don't have much warning when cuccos fly in from the north or south. You only need to avoid the cuccos that are low to the ground; high-flying cuccos will sail harmlessly overhead. Beware of big cuccos—they're the toughest ones to dodge.

Cucco Ranch Minigame

Level	Cost	Rules	Prize
Egg	20 Rupees	Dodge a flock of cuccos for 100 seconds.	40 Rupees
Chick	30 Rupees	Dodge even more cuccos for 30 seconds.	60 Rupees
Rooster	50 Rupees	Dodge lots of cuccos for 30 seconds.	150 Rupees and a piece of heart
Endless	10 Rupees	Dodge an endless flock of cuccos.	100 Rupees (100 seconds), 300 Rupees (300 seconds), 500 Rupees (500 seconds), 800 Rupees (800 seconds), and 3,000 Rupees + Large Cucco* (999 seconds)

Piece of Heart #1

*The Large Cucco appears next to Cucco Girl and heals Link one heart each time he talks to it.

Note

No Rupee Rush Yet

The Rupee Rush minigame is just west of the Cucco Ranch, but it's currently closed. We'll remind you when the time is right to check out this fun and profitable minigame.

Gulley's Woods

Go east from the Cucco Ranch to find a small, circular forest that features only one entrance, at its southern end. Hack through the bushes to enter this secluded wood.

Inside the woods, you discover your pal Gulley. He's not concerned that monsters are everywhere—he believes that he can make friends with them just as easily as he does with forest animals. Well, at least you tried to deliver his parents' message!

The Southern Ruins

A large rock blocks a narrow passage to the south of the woods, so you can't go any farther in that direction. Head north instead and then go east, returning to Link's House. Save at the weather vane here before heading east and south, entering the region referred to in this guide as the Southern Ruins.

The Southern Ruins is a dangerous place filled with Blobs, Crows, and Sand Crabs. You can earn a lot of Rupees by slaying these foul creatures as you explore. Remember to cut down tall grass and bushes to find more Rupees and valuable hearts.

Sand Crab

Damage:1/2 Heart

These dangerous green-shelled crabs shuffle slowly when moving north or south, but sprint with surprising speed when traveling east or west. Attack them from the north or south to exploit their slow movements, or simply let them rush you while swinging away with your sword.

Great Fairy Cave

Go southwest to find a narrow passage that leads west into Hyrule's arid southwest mountains. Beware the electrified Buzz Blobs here—these are among Hyrule's most dangerous monsters.

Buzz Blob

Damage:1 Heart

Buzz Blobs emit powerful electricity that shocks Link if he strikes the Buzz Blob with his sword. Avoid them, or use the lamp or the net to briefly deactivate the electricity, then quickly strike with the sword. It takes four hits to defeat a Buzz Blob with only the lamp or the net.

Enter the desert entry's far cave to discover a Great Fairy Fountain. The benevolent Great Fairy who lives here will restore Link's hearts anytime he visits her fountain. This can be a real lifesaver, so keep this Great Fairy Fountain in mind!

Light Up a Prize

Return to the Southern Ruins, and this time, travel southeast toward Lake Hylia. You'll encounter some Octoroks along the way, so be on your guard.

Octorok

Damage:1/2 Heart

These classic *Legend of Zelda* enemies move in unpredictable patterns and shoot rocks out of their snouts. Block their rocks with Link's shield and defeat them with a few swipes of his sword.

Once you reach the edge of Lake Hylia, look for a cave to the north. Enter it and use the lamp to light the small cave's two braziers. Once both are lit, a chest containing a Purple Rupee appears—along with several slithering Ropes!

Hyrule Chest #7: Purple Rupee

Monsters Like Rupees, Too

Continue moving south along the edge of Lake Hylia. When you reach a long line of Green Rupees, beware: One of these is actually a Rupee Like in disguise! (Hint: It's the one with the bigger shadow.)

Rupee Like

Damage: Special

These sneaky creatures disguise themselves as tempting Rupees, then pop out and grab Link when he draws near to collect them. Instead of harming Link, Rupee Likes quickly devour his Rupees while he is being held. Mash buttons to break free of a Rupee Like's grasp, then carefully dispatch it. You can identify Rupee Likes by the larger shadows cast by their Rupees while they're in disguise.

Lost Bottle

Loop around Lake Hylia's south end, heading north along its east bank. Notice a letter in a bottle at the end of a low river as you go. You can't reach it, but remember where you saw it!

Strange Cave

You've come to a dead-end, so make your way back to Link's House, looping back around Lake Hylia and heading north through the Southern Ruins. When you arrive at Link's House, save your game and then go east, heading toward a large stone bridge that leads north into some rocky ruins.

Don't cross the stone bridge, but go south instead to locate an unusual cave. The sign out front indicates that some sort of creature has been sealed away within. Perhaps you'll have the means of opening this cave one day—for now, head north, crossing the stone bridge you noticed before.

Strange Brew

Travel north from the strange, sealed cave, crossing the stone bridge you noticed earlier. Continue moving north, following the river and ignoring the wooden bridge leading west that you soon encounter. Beware of Octoroks, Blobs, and the Zoras that pop up from the river and spit fireballs at you along the way.

Zora

Damage:1/2 Heart

Zoras emerge suddenly from deep water and spit fireballs at Link from afar. It's tough battling Zoras without the aid of special items you don't have yet, so simply dodge their fireballs as you explore Hyrule.

When you can travel north no farther, go east to locate a small hut surrounded by Buzz Blobs. Carefully avoid these dangerous enemies and use the nearby weather vane to save your progress before entering the house to visit Hyrule's resident Witch.

Don't worry, the Witch isn't evil. Instead, she has a talent for brewing potions, and offers to sell Link a red potion for 50 Rupees, provided he has an empty bottle. Red potions are more expensive than milk, but they restore more hearts. You don't really need one right now, but you know where to find them when you do.

Red Potion

Restores eight hearts! This will definitely come in handy.

You can also talk to the Witch to learn about the other potions she can brew once you've gathered some ingredients, such as monster guts, tails, and horns. You don't have any of these ingredients yet, but the Witch will be here when you do. Even if you don't want to make potions out of your ingredients, the Witch will buy them for top Rupee.

Tip

Free Healing

If you're injured and low on Rupees, speak to the Witch and say "Just a hello," and she'll give you a free taste of her latest batch, which refills all of Link's hearts. How nice!

No Access

The sign to the east of the Witch's House reads "Zora's Domain," but the bridge seems to be out. Perhaps you'll discover a means of crossing the river and exploring Zora's Domain later.

To the Eastern Palace!

You've made a thorough search of Hyrule now, and it's time to be moving on. Backtrack south along the river, again ignoring the west wooden bridge, which merely leads back toward the Graveyard and Sanctuary. (You can visit these areas to speak with Dampé and the Priest if you like, but there's nothing to be gained from it.) Continue moving south, heading east when you reach the stone bridge and moving eastward into the heart of the Eastern Ruins.

Large, ornate columns signal that you're getting close to the Eastern Palace. Unfortunately, your progress is soon blocked by a massive gate. There are two crystal switches near the gate, and the nearby pedestals feature etchings of a bow, hinting at the item you need to activate the switches.

Inspect the colorful signs near the gate, left there by your old pal, Ravio. All the messages are the same, and they indicate that Ravio might have some helpful gear for "adventuring types." Better hightail it back to Link's House!

Ravio's Bow

As luck would have it, Link's House isn't far. Simply backtrack to the stone bridge, cross it, and then run west to find Link's House. Save at the weather vane and then head inside.

Ravio greets you inside, and after a bit of chit-chat, he asks you which symbol you noticed atop the pedestals near the Eastern Ruins' gate. Select the bow icon from the list to impress Ravio with your keen powers of observation.

For answering his question correctly, Ravio hands you a bow. Nice! He usually charges a rental fee, but this one's on the house. Now you can get past that gate!

Rented Bow

Flies straight and takes down enemies! You can also move while aiming!

Note

The Energy Gauge

As you leave Link's House with the rented bow in hand, you're given a brief tutorial on the energy gauge, which now appears next to Link's life gauge. The energy gauge depletes whenever Link uses special items such as his newfound bow, and slowly refills over time. Link can't use his special items when the energy gauge is empty, so use items wisely in battle!

To the Eastern Palace—This Time, For Real!

Save your game at the weather vane, then return to the Eastern Ruins, heading east, then north across the stone bridge, then east again. Test out your newfound bow against enemies to see its power. The bow deals twice as much damage as the forgotten sword, making it an excellent ranged weapon. Those electrified Buzz Blobs are no threat to you now!

When you reach the gate, scale the steps that lie between the two dark crystals. Fire the bow at each crystal to activate them, turning them bright blue. After both crystals have been activated, the gate opens, allowing you to proceed north.

The Eastern Ruins contain several treasures, but only a few are reachable at present. The first is a Red Rupee that's guarded by two Armos statues on the low ground.

Armos

Damage:1/2 Heart

Armos are unassuming statues that spring to life as Link approaches. They jump toward Link, and they can't be struck by the sword or bow while they're at the height of their jumps. Attack them relentlessly with the sword to keep them from jumping, or stand back and fire the bow to wipe them out from a safe range.

Find another Red Rupee in a chest up north, at the end of a trail that's guarded by more Armos statues. Beware of more Armos as well as leaping blue Tektites as you explore the ruins.

Hyrule Chest #8: Red Rupee

Tektite

Damage:1/2 Heart

Tektites hop around on four powerful legs, covering lots of ground through the air. They can't be hit by the sword or bow while airborne, so punish them whenever they're on solid ground.

Note

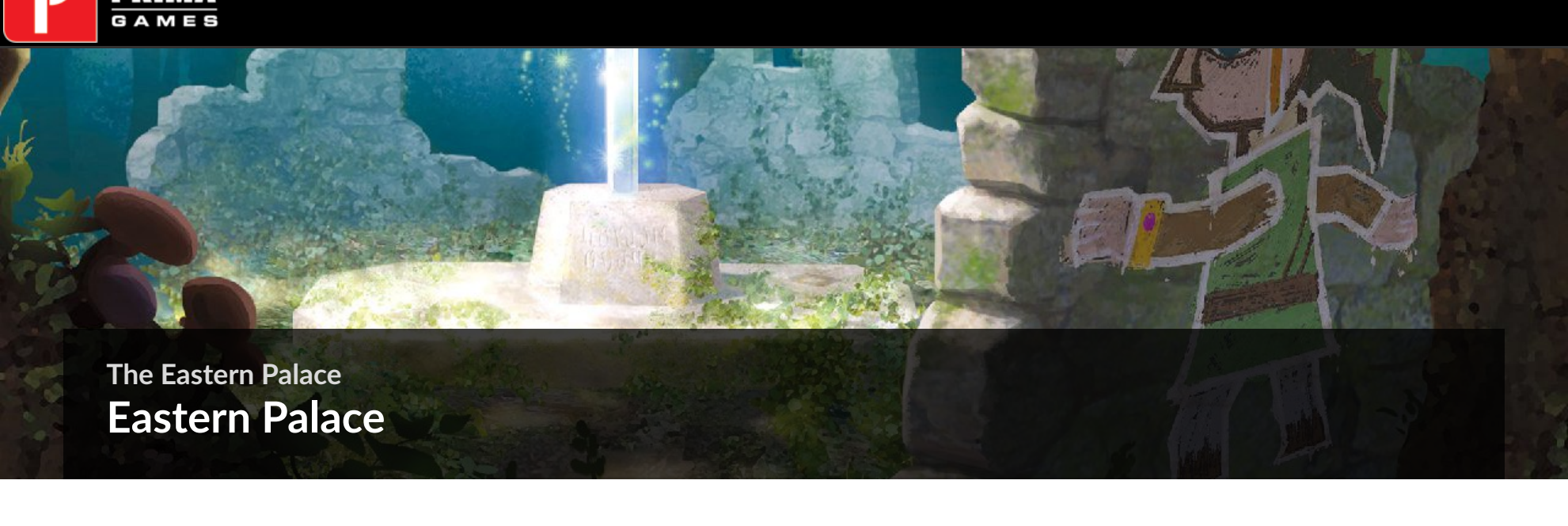
Tantalizing Treasure

You likely noticed other intriguing goodies around the Eastern Ruins, including a cave that sports an out-of-reach piece of heart, a cluster of Red Rupees beyond some wooden pegs, and a few more chests on high. You can't claim any of these yet, but this walkthrough will guide you to all of them when the time is right.

Osfala, At Last

Navigate the Eastern Ruin's steps and ledges, heading for the Eastern Palace, which is marked with an X on your map. When you arrive, you find Osfala standing just outside. The proud Sage laughs off Link's words of warning, insisting that the Sand Rod he wields will protect him. Before our hero can convince the Sage otherwise, Osfala enters the Eastern Palace in search of Yuga.

Could Osfala really be a match for Yuga's power? That remains to be seen. Give the nearby weather vane a spin to save your progress before pursuing Osfala into the Eastern Palace. It's time to explore your first dungeon!



The Eastern Palace

Eastern Palace

Room 1: Three Paths

The Eastern Palace's entry chamber features three paths leading north. Step on the southeast pressure plate, which is hidden behind a statue, to open the northeast door.

The path ends abruptly beyond the northeast door. Carefully collect the Rupees behind the statues at the end of the path, then backtrack south.

Crystal Switches

Stand near the central pit and use to look north. See that dark crystal across the pit? Fire an arrow at it.

The arrow strikes the crystal, activating it. The crystal begins to glow, and the nearby walls collapse to cover the central pit. Cross the pit and proceed along the central path.

Defeat the Popo beyond the pit with a swing of Link's sword. Before proceeding north into the next room, notice another crystal to the west, near a treasure chest. Activate this one with another arrow to open the final door.

Popo

Damage:1/2 Heart

These slow-moving monsters are easy prey for Link. Don't let their gross appearance scare you—just hack them to bits with a swing of Link's sword!

Loop around to the south, heading for the west path. Inspect the chest here to claim a Red Rupee. Nice! Now return to the central path and proceed to the next room.

Eastern Palace Chest #1: Red Rupee

Room 2: Rolling Balls

Beware of the balls that come rolling down this room's central passage. The small ones are easy to avoid, but larger ones that consume the passage roll through periodically. Duck into the side nooks to avoid the balls as needed while you advance northward.

The north door is locked and requires a small key to open. Go west and then south, scaling some stairs to reach the higher west ledge.

Caution

Risky Rupees

The line of Rupees atop the west ledge seems enticing, but beware: There's a pressure plate under the Blue Rupee at the end of the trail, and stepping on it will trigger a trap wall that knocks you down into the central passage, right in the midst of those rolling balls!

Armos Ambush

Cross the metal bridge to reach the east ledge. Go north to step on a pressure plate that opens the nearby east door. Head for the door to reach Room 3, defeating the Armos that springs to life on your way.

Room 3: Small Key Chamber

Slay the Popos in this room, then stand on the central elevator. Fire an arrow to the east when you're up high, and shoot another arrow to the west when you're down low, activating a pair of crystals.

After activating both crystals, rush to the north chest. The chest is within your reach while the crystals are active, but it rises out of reach when the crystals deactivate. These crystals will automatically deactivate after a few moments, so you've got to be quick! The chest contains a small key.

Eastern Palace Chest #2: Small Key

Note

Crystal Colors

Did you notice that these crystals turned yellow instead of green when you activated them? There's a reason! Green crystals will remain active until struck, while yellow crystals will automatically deactivate after a time. The sound of the ticking clock speeds up as time begins to run out. Better hurry!

The small key allows you to proceed through the locked door back in Room 2. But before you return there, explore the room to the south. To enter this room, stand on the elevator and move south when it reaches its lowest point. You'll pass through a secret doorway and enter Room 4.

Room 4: Fairy Fountain

This small room features a few fluttering fairies. Empty your bottle if need be and catch a fairy with the net to store it for later use.

Note

Fairies > Milk

Fairies restore the same amount of hearts as milk (five hearts), but fairies are more useful than milk, because they will automatically revive Link if he falls in battle. They're also free, provided you can find a good source of them.

Fairy

A welcome friend in times of need! Restores five hearts.

After you've caught a fairy, backtrack through Room 3 to return to Room 2. You now have a small key and can open the north door to head upstairs, but don't do so just yet. Instead, go west and explore Room 5.

Room 5: Popo Ambush

Slay all of the Popos in this small room, and another group of Popos will drop in from the ceiling. Defeat these as well to open the southwest door and cause a chest to appear on the room's central platform. You can't reach the chest, so proceed through the southwest door.

Room 6: Chamber of Secrets

Scale this room's west stairs to reach its upper level, taking note of the lower north door. Step on a pressure plate up here to open the east door, but don't go through just yet. Instead, go through the upper north door to return to Room 5.

Room 5 (Revisited)

Room 6's upper north door brings you to Room 5's central platform. Open the chest that you recently revealed to obtain the compass for the Eastern Palace.

Eastern Palace Chest #3: Compass

Hidden Treasure

The compass shows that there's a chest back in Room 6. Drop from Room 5's central platform, then move underneath the platform, proceeding through a secret south door.

Room 6 (Revisited)

Room 5's secret south door brings you to Room 6's central pit. Step on a pressure plate down here to reveal a chest that contains a Red Rupee.

Eastern Palace Chest #4: Red Rupee

Moving On Up

Nice work! You've fully explored this floor. Return to Room 2 and unlock the north door, then proceed upstairs to the Eastern Palace's second floor.

Room 7: Armos Ambush

You're sealed inside this small room the moment you enter. Step on the central floor switch to cause the surrounding Armos to attack. Slay them all to open the room's doors and cause a portal to appear. Use the portal to warp to the Eastern Palace's entrance if you've had enough; otherwise, proceed through the east door to visit Room 8.

Room 8: Room of Arrows

Your shield gets a workout in this dangerous chamber. Numerous arrow traps line the walls, spitting out swift-flying arrows at regular intervals. Press and hold to raise Link's shield and deflect these pointy projectiles.

Several Popos slither up from the floor as you explore the room. Defeat them all to make a chest appear to the north. Sneaky!

Mosey over to the chest and flip its lid to claim some monster guts. Gross! But these are useful for creating potions at the Witch's House, so it's important to collect as many as you can find.

Once you've pocketed your gooey monster guts, head to the southern-most tip of the raised platform to find a pressure plate that, when pressed, will unlock the door to the south. Step on the plate and head through the south door to reach Room 9.

Eastern Palace Chest #5: Monster Guts

Monster Guts

The Witch will make you some purple potion if you bring her 10 of these.

Room 9: Tricky Crystals

This large room features several crystal switches set at varying heights, making them tricky to activate. Two are near the door you used to enter from Room 8. Activate the farther crystal first by firing an arrow diagonally toward it. This activates a nearby elevator (and an Armos for you to defeat).

Step onto the elevator, then aim north and loose another arrow to activate the other crystal. The east door opens; go through to explore Room 10.

Room 10: Crystal Pit

Don't smash the pots in this dangerous room—they may contain precious hearts, and you don't want to waste them!

Hop onto one of the moving platforms and ride it around the room, aiming to activate the four central crystals with arrows. Beware: The walls are lined with arrow traps, so keep your shield up whenever you're not firing arrows at the crystals. The larger moving platforms give you more room to maneuver, and the safest time to fire is when you're moving east to west (or west to east).

After all four crystals have been activated, the arrow traps deactivate, and a chest appears on the east ledge. Ride over and open the chest to claim a small key. This will come in handy!

Eastern Palace Chest #6: Small Key

Room 9 (Revisited)

With the small key in hand, ride a platform back to the west and return to Room 9. Take the central path to reach a giant locked door (the big door) and activate the crystal to the west. This starts another elevator moving.

Move onto the elevator you've just activated and defeat the Armos. When the elevator reaches its full height, step off and use your small key to open the west locked door. Head through to visit Room 11.

Room 11: Stalfos Ambush

Link becomes trapped in this room, forced to battle a group of skeletal Stalfoses. Slay all three of these agile enemies to unseal the room and lower the north platform, upon which sits a giant chest.

Stalfos

Damage:1/2 Heart

Stalfoses are nimble skeletons that leap out of range of Link's sword. Either use the sword to back them into a wall so they may be struck, or fire arrows at them from afar. Arrows are the better option, as they're more likely to find their mark. Use the sword to keep the Stalfoses at bay while lining up your bow shots.

Big Chest, Big Treasure

Open the room's giant treasure chest after the Stalfoses have fallen. The chest contains the Eastern Palace's big ol' Big Key. Now you can unlock the big door!

Eastern Palace Chest #7: Big Key

Room 9 (Third Visit)

Scale Room 11's west stairs and cross the metal bridge to reach a door that leads back into Room 9. You're right near an enclosed crystal; hit it with your sword to activate it and expose Room 9's final dark crystal.

Loop back through Room 11 to return to Room 9's main floor. Loose an arrow at the final crystal to make the central path spin around, revealing steps that lead up to the big door.

One Last Treasure

The final battle is at hand, but your compass reveals a chest that you don't have yet. Backtrack through Room 8 to return to Room 7, and go through Room 7's west door to reach Room 12.

Room 12: Brutal Balls

Iron balls roll through this room, making it a dangerous place to explore. Smash the pots on your way to the room's west side, where you discover a pressure plate. Stand on the plate to extend a hidden set of stairs from the western wall. Wait until the stairs are fully extended (you're safe on the pressure plate), then sprint up.

Head to the room's south end, where many more iron balls roll in a hypnotic pattern. Stand on the central pressure plate for safety, and the nearby stairs retract into the east wall. Press to see that the stairs were covering a secret pressure plate. Clever!

Sprint to the secret pressure plate before the stairs emerge from the wall and cover it back up. Stepping on this plate causes a chest to appear to the west. Dart over there and lift the chest's lid to claim some more monster guts.

Eastern Palace Chest #8: Monster Guts

Smash the southwest pots and step on the room's final pressure plate to open the south door. You're all finished here, so go through the south door to return to Room 9.

Room 9 (Fourth Visit)

It's time to challenge the boss of the Eastern Palace. Scale Room 9's central steps to reach the big door, and use the Big Key you found in Room 11 to open it. Head through to enter the Boss Chamber on the Eastern Palace's third floor.

Boss Battle: Yuga

Link arrives just in time to witness Yuga work his terrible magic on Osfala. Before our hero can act, the Seven Sages' descendant is transformed into a painting!

Yuga isn't pleased at Link's intrusion, and decides to end the boy's meddling once and for all. The villain deftly merges into the wall, then summons two Short Sword Soldiers to combat Link.

Short Sword Soldier

Damage:1/2 Heart

These armored minions aggressively pursue Link when they catch sight of him. Their short swords lack the reach and offer no defensive benefits, so simply stand your ground and swipe away with Link's sword to defeat them.

Defeat the Short Sword Soldiers with Link's sword, saving his bow energy to use against Yuga. It takes two sword strikes to defeat each Short Sword Soldier. If you're lucky, the Short Sword Soldiers may drop valuable hearts that can replenish Link's health.

Yuga returns after the Short Sword Soldiers have been slain, and quickly casts a beam of yellow lightning at Link. Try to hit Yuga with the bow a few times before the lightning is unleashed. Your shield cannot defend against the lightning, so simply move out of the way of this linear attack.

Yuga retreats into the wall after each attack, becoming invulnerable as he slides around the room. Slay any Short Sword Soldiers that he summons to potentially obtain hearts as you wait for Yuga to return. Yuga always moves one panel to the left or one panel to the right while merged into the wall (whichever is farther from Link). Anticipate his moves and shoot him with an arrow the moment he emerges. If you're fast, Yuga won't be able to attack!

Rather than firing his yellow lightning or summoning Short Sword Soldiers, Yuga sometimes casts a spell that causes columns of fire to roar out of the room's walls. The flames will pursue Link, so keep well away from them.

After suffering significant damage, Yuga becomes enraged, and his spells become even more fierce. Now the mage summons three Short Sword Soldiers instead of two. He also casts out two crisscrossing beams of lightning instead of one, and summons more flames than before. What a hot head!

Continue to take advantage of the hearts dropped by the Short Sword Soldiers, block or avoid Yuga's lightning, and punish Yuga with arrows at every chance. Keep it up until the fiend is at last defeated.

Link Gets Framed

Having failed to defeat Link by brute force, Yuga decides to unleash his foulest magic against him. With a wave of his scepter, the evil mage sends Link flying backward into the wall, transforming our hero into a painting!

Satisfied with his work, Yuga leaves the Eastern Palace, leaving Link to his fate. As the vile wizard departs, he lets slip that he'll be going after Princess Zelda next. How awful!

It seems our hero has finally met his end—but wait! A flash of colorful magic suddenly shines from his wrist. Ravio's old bracelet seems to be having some sort of effect!

Indeed, Link finds himself able to emerge from the wall, none the worse for wear. What incredible luck!

Whatever mysterious magic is contained in Ravio's bracelet, it seems to have awoken just in time. This beautiful bracelet could be just the thing Link needs to save Hyrule!

Ravio's Bracelet

A bracelet Ravio gave you that now gives you the ability to merge into walls!

Contain Yourself

In his haste to escape the Eastern Palace, Yuga seems to have left something behind. It's a heart container! Collect this precious prize to extend Link's life gauge, making him able to soak up more damage.

Escaping the Eastern Palace

It's a good thing you can merge into walls now, for there's no other way to escape the Eastern Palace. Notice the thin slit in the north wall—light is shining through it. Merge into the wall to the left of this slit by standing near the wall and pressing .

After merging into the wall, move to the right, and Link will slip through the slit and emerge on the palace's outside wall. Wild!

Keep moving to reach a high balcony, where several Rupees and a pot containing an energy potion are found.

When you're "standing" over the ledge, press to exit from the wall and return to normal form. Collect the ledge's Rupees and smash the pot to claim an energy potion that instantly refills Link's energy gauge.

Note

Merging Burns Energy

Link's energy gauge slowly depletes while he is merged into walls. Link is forced out of walls when he runs out of energy—make sure this doesn't happen while he's standing over a pit! Try to begin any merge journey with a full energy gauge, just to be safe.

Merge back into the wall and move through the slit to return to the room where you battled Yuga. This time, merge into the wall on the slit's right side and go through.

Walk around the wall until you reach a pair of ledges. Exit the wall when you're standing over the higher ledge and claim a Blue Rupee.

Drop to the lower ledge and smash a pot to score another energy potion. Merge into the nearby wall afterward and loop back around the palace's outer wall, noticing a long line of Rupees painted on the wall below you.

Note

The Height of Excitement

Link sure is slick with his new merge trick, but he can't move up or down after he has merged into a wall. His height at the start of each merge journey is therefore very important. Link won't be able to reach certain areas if he doesn't merge at the right height before traveling toward them.

Keep moving around the wall until you're beneath the small upper balcony you visited before and a larger balcony that's below you. Exit from the wall to drop down to the lower balcony.

Merging for Fun and Profit

Smash another pot to score an energy potion, then merge back into the wall. Loop back around the palace, this time collecting the line of painted Rupees you noticed before. Now that's some valuable art!

Follow the Rupees to a far balcony, then exit the wall to return to solid ground. You're off the map now, but your trusty compass shows that there's a chest nearby. Run over and open it to claim a Silver Rupee.

Eastern Palace Chest #9: Silver Rupee

Loop back around the palace wall one more time, returning to the large west balcony. This time, continue west and use the elevator to travel down to the palace's second floor.

Danger: Retractable Floor

Sprint south after stepping off the elevator, but beware: The narrow floor ahead retracts into the wall as you cross it! Merge into the wall as needed while you wait for the floor to emerge, then quickly sprint past. Use the next elevator to travel down to the first floor.

Wacky Walls

The walls ahead regularly swing "open" and "closed" like a pair of double doors. Merge into the first wall when the walls are "open" (separated) and wait patiently for the walls to swing "closed."

After the walls have "closed," quickly move to the right, crossing over onto the farther swinging wall. Wait for this walls to swing "open" again, then exit from the wall to bypass this little obstacle.

Chest Trek

After passing the swinging walls, merge into the wall ahead and travel north, ignoring the slit in the wall for the moment. Travel north a short distance to reach a small ledge with a chest containing a Purple Rupee.

Eastern Palace Chest #10: Purple Rupee

Backtrack along the wall, and this time, go through the thin slit to emerge back in Room 1. You've made it! But don't go rushing out of the palace just yet...

One Last Chest

Instead of taking the south door and leaving the palace, merge into Room 1's east wall and travel through a thin slit to reach a small ledge with the dungeon's final chest. Crack this bad boy open to score a worthy Silver Rupee.

Eastern Palace Chest #11: Silver Rupee

A Friendly Face

The Eastern Palace certainly put you through your paces, but a friendly face greets you outside: Sahasrahla! The old wise man is happy to see Link in one piece, but troubled by the news of Osfala's capture by Yuga, and even more so by the villain's plan to kidnap Princess Zelda next.

Suddenly, a terrible earthquake shakes the land. Sahasrahla sees that something is happening at Hyrule Castle, and bids Link follow him there without delay.

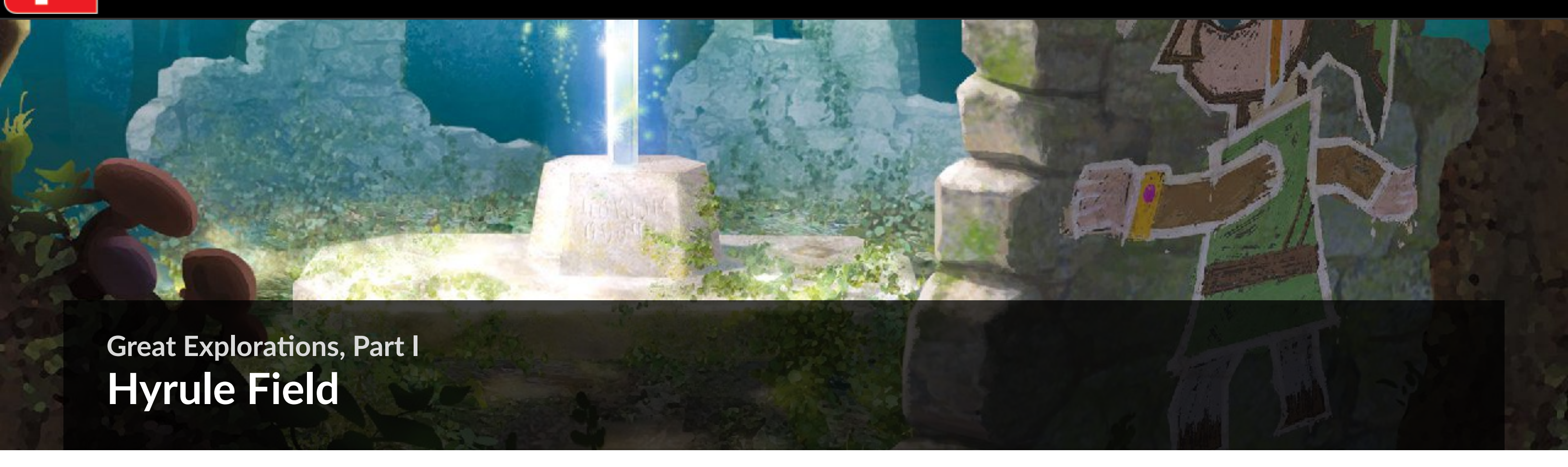
When the two arrive at the castle, they find it in a terrible state. The entire stronghold is surrounded by mighty barrier of the vilest magic. Try as he might, Sahasrahla cannot breach the nefarious barrier.

Suddenly, Sahasrahla realizes that events are unfolding in Hyrule just as they had in the past, all those many ages ago. He recounts how the hero of that time quested to claim three Pendants of Virtue in order to obtain the Master Sword—the blade of evil's bane. To Sahasrahla's great surprise, Link is already holding one of those three sacred pendants—the Pendant of Courage! This is the charm that Princess Zelda gave to Link during their meeting at the castle!

As luck would have it, Sahasrahla already knows the locations of the remaining two Pendants of Virtue. One is kept in the House of Gales, and the other resides within the Tower of Hera. The wise man marks both locations on Link's map to help him find them. Looks like you've got your work cut out for you, hero!

Pendant of Courage

A pendant you got from Princess Zelda, needed for claiming the Master Sword.



Great Explorations, Part I

Hyrule Field

Now that Link has cleared the Eastern Palace and learned to merge into walls, he can undertake a vast number of activities around Hyrule. Follow along carefully, and our hero will be ready to take on anything by the time he enters the House of Gales and Tower of Hera!

Castle of Doom

Hyrule Castle is teeming with enemy soldiers at this point, making it a dangerous place to linger. Sprint south as soon as Sahasrahla departs to escape the soldiers' wrath before things get out of hand.

Color-Coded Soldiers

The color of each enemy soldier indicates its toughness. Green soldiers are the weakest, blue soldiers can take more damage, and gray and red soldiers are the toughest, able to withstand significant punishment before falling.

Sword Soldier

Damage:1/2 Heart

Sword Soldiers are similar to Short Sword Soldiers, except that their longer blades allow for both offense and defense. Use the bow to take them out from a safe range, or try to strike around their long swords. The former is much easier.

Bow Soldier

Damage:1/2 Heart

Bow Soldiers fire arrows at Link from afar. They're also quick to back away from Link, preventing him from defeating them easily with his sword. Block their arrows with the shield and give them a taste of their own medicine by firing arrows back at them.

Spear Soldier

Damage:1/2 Heart

Spear Soldiers have the longest weapons of all, making them the most dangerous to battle up close. Keep your distance and use the bow to pick them off from afar.

Throwing Spear Soldier

Damage:1/2 Heart

Some soldiers throw their spears at Link, making them dangerous at any range. Block or dodge their spears, then counter with the bow or sword.

Bomb Soldier

Damage:1 Heart

These explosive foes hurl bombs at Link from range. Luckily, they're only found atop Hyrule Castle's ramparts. Unluckily, this gives them a perfect vantage to rain down bombs on our hero. Keep well away from the castle until you have the means to deal with these enemies.

Soldiers Are Everywhere!

There are now enemy soldiers all over Hyrule—not just around the castle. Some even emerge from tall grass and bushes when you cut them down! Be on your guard at all times, hero.

Gulley's Still Gone

Head west after crossing the Hyrule Castle bridge, heading toward the Blacksmith. You'll see the Blacksmith's Wife walking around on your way, calling out for Gulley. Link's young friend is still missing. You should check up on him.

Heart on High

Go east to reach the Blacksmith. Notice the piece of heart on the high ledge behind the Blacksmith's forge. To reach it, approach the front of the Blacksmith's shop and merge into the building's wall, then slip around the back.

Presto! Pop out of the wall and claim your second piece of heart.

Piece of Heart #2

A Meeting with Irene

Before you head south to search Gulley's favorite woods, go north, heading past the Blacksmith and toward the Miner's House. You're paid a visit by a friendly flying witch named Irene along the way. Irene is actually the Witch's granddaughter, and she gives you a bell that you can ring anytime to have Irene appear. The good witch will then give you a ride to any weather vane you've activated around Hyrule. Talk about fast travel!

Bell

You got the bell! Now you can call Irene anytime!

Working With Witches

Now that you can call on Irene, you can easily refill Link's hearts at any time. Simply have Irene deliver you to her gram's place (the Witch's House), then go inside and speak with the Witch. Tell her "Just a hello," and the Witch will give you a free taste from her cauldron, restoring all of Link's hearts. Good stuff!

Get the Glove

Continue moving north, heading for the Miner's House. (It's north of the Blacksmith.) When you get there, you see that rocks have fallen all over the place, smashing the house's roof. Better see if everyone inside is alright!

Inside the Miner's House, Link finds a burly man named Rosso heaving rocks this way and that. Rosso is steaming that his house has been smashed by the recent earthquake, and feels sorry that Link can't relieve stress by tossing around rocks like he can. Rosso therefore gives Link the Power Glove, which gives our hero the strength to lift small rocks.

Power Glove

A glove that makes you feel strong! Pick up small rocks by pressing .

Playing with Power

Rosso was kind enough to part with the Power Glove, so why not do him a favor? Help clean up Rosso's yard by lifting and tossing every small rock around his house.

Throw and smash every rock around Rosso's house, and the kind miner will invite you inside to thank you. Head inside to find a treasure chest that contains a Purple Rupee. What a pal!

Hyrule Chest #9: Purple Rupee

Tool Time

Let's try out your new bell, shall we? Tap the bell button at the bottom of the Touch Screen, then select Link's House as your destination. Irene arrives and whisks you away to Link's House. How convenient! Save your game and then head inside to speak with Ravio.

Ravio's Shop Closed?

If Ravio's shop isn't opening for you, jump ahead to the Zora's Domain section and follow it until you obtain the Zora's Flippers. Once you've become an honorary Zora, Ravio's shop is sure to open!

Whoa! Ravio's been busy! Now that you've found the Power Glove, the industrious bunny has transformed Link's humble abode into an impressive item shop, with all sorts of tools and gear on display. This is Ravio's rental house now, and he'll gladly rent you any of his items for a small sum of Rupees.

If you have plenty of Rupees on hand, go ahead and rent as many items as you like from Ravio. Just like the bow, Ravio lets Link keep these items until our hero falls in battle. Should that ever occur, Ravio's pal Sheerow will swoop in and collect his property. Still, you can always rent from Ravio again!

Rent, Rent, Rent!

For the purposes of this walkthrough, make sure to rent the bombs, hammer, Hookshot, and Tornado Rod. All other items are optional at present, but feel free to rent all of Ravio's items if you can afford them—they're all quite useful. (The Ice Rod is particularly effective at stunning powerful enemies.) The only item you can't rent is the Sand Rod—if you recall, Osfala had it when he foolishly pursued Yuga into the Eastern Palace! Perhaps by saving Osfala, you'll be able to rent the Sand Rod, too.

Rented Bombs

Use these with caution! You'll get hurt if you're caught in the blast! Cost: 30 Rupees.

Rented Boomerang

Returns when you throw it. It can also hit switches and stun enemies on the way! Cost: 30 Rupees.

Rented Fire Rod

Handle with care! Attack enemies with a burst of flame! Cost: 60 Rupees.

Rented Hammer

Bang down any pegs that block your way! Enemies too—wham! Cost: 30 Rupees.

Rented Hookshot

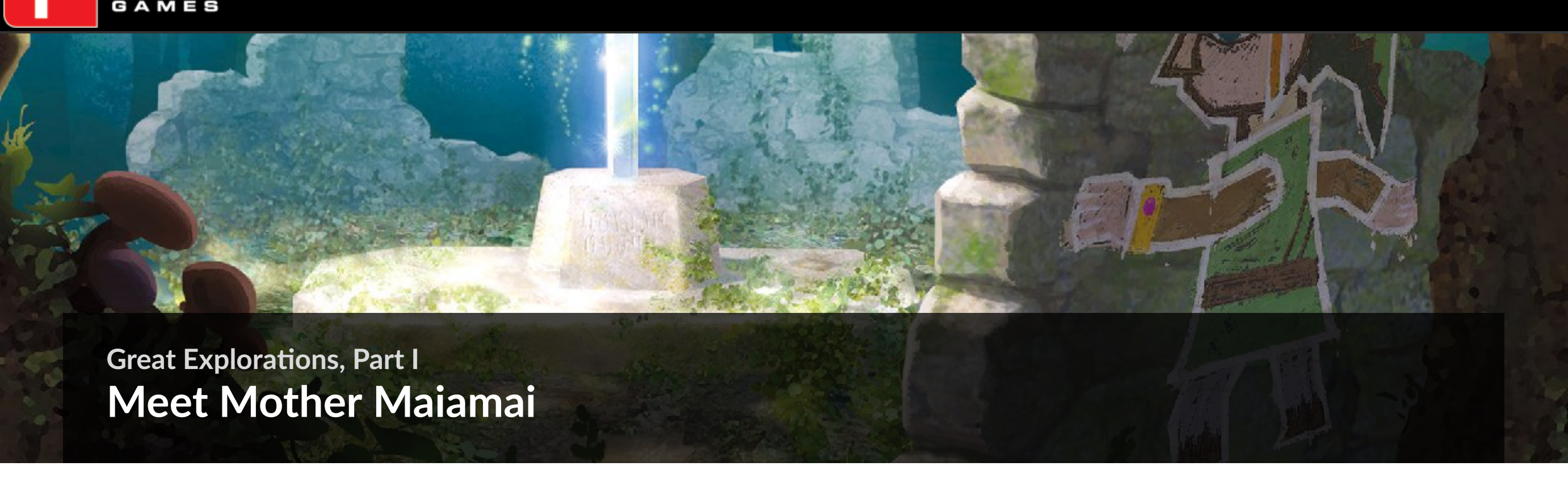
Hooks onto anything made of wood. Can help you travel across treacherous gaps. Cost: 30 Rupees.

Rented Ice Rod

If you wave it, you can freeze all sorts of things. Cost: 60 Rupees.

Rented Tornado Rod

Fly up and hover in the air! Also gives nearby foes a whirl! Cost: 30 Rupees.



Great Explorations, Part I

Meet Mother Maiamai

Meet Mother Maiamai

Go east from Link's House to locate a stone bridge leading north. Ignore the bridge for the moment and go south to discover an Item Shop and a unique cave whose entrance is sealed with stones. A warning sign indicates that some sort of creature is sealed away inside.

The Item Shop offers the same goods as the one in Kakariko Village, for the same prices. The cave is far more interesting, however—for inside lives a kind yet troubled creature, Mother Maiamai! Use a bomb to blast open the cave, then go inside.

Mother Maiamai recounts a sad tale: her 100 children are all missing. Agree to help find all of her lost offspring, and Mother Maiamai gives you the Maiamai Map to help you in your search. This map shows how many lost Maiamai can be found in each of Hyrule's nine zones. As you discover lost Maiamais in each zone, the numbers on the Maiamai Map will decrease accordingly. What a useful tool!

Exit Mother Maiamai's cave, and you'll hear soft chirping. Hey, there's a lost Maiamai on the nearby wall! But try as you might, you can't pull the lost Maiamai off the wall. To free the Maiamai, merge into the wall behind it and then pop out of the wall to knock it down.

Lost Maiamai #1

My, Oh, My!

Now that you've met Mother Maiamai and acquired the Maiamai Map, you'll begin to hear the chirping of her little lost Maiamais all over Hyrule. Some are visible, but many lost Maiamais are hidden and require special items and skills to rescue. There's no pressing need to rescue any of them at present, but rest assured that this walkthrough will guide you toward each and every lost Maiamai in the game.

Which Witch Is Which?

Next, ring your bell and have Irene fly you to her gram's place, the Witch's House. Save when you get there—you've accomplished quite a lot!

Enter the Witch's House to find a lost Maiamai clinging to the interior wall. Merge and knock the little guy down so you may rescue it.

Lost Maiamai #2

To Zora's Domain

Exit the Witch's House and save your game again. The bridge leading to Zora's Domain is still out, but that's not a problem anymore. Merge into the east wall and slip past the water, exiting after you've crossed the river.

Go east and then south, eyeing a chest atop a high ledge as you go. This will soon be yours! For now, climb down a ladder and slay some Blobs in a shallow pit.

Climb back out of the pit, then merge into the south wall. Walk over the pit and exit to knock loose a chirping Maiamai.

Lost Maiamai #3

Reaching the chest you noticed a moment ago takes a bit more effort. Scale the north slope to reach a darker path that features a few Sand Crabs. Once you're up the slope, merge into the east wall and make a long trek to the south, west, and then north, passing the pit and heading for the chest ledge.

Link has just enough energy to reach the chest. Exit the wall when you reach the ledge and claim your treasure.

Hyrule Chest #10: Red Rupee

Drop from the chest ledge and scale the slope once more, heading north into Zora's Domain. Descend another ladder and dispatch more Sand Crabs as you near Zora Lake. Be careful not to fall into the deep water around here! Stay in the shallows for safety.

Stop, Thief!

Go north across the shallow water, heading for a large waterfall. As Link approaches the waterfall, a man suddenly comes running out from behind it! It's the Thief from Kakariko Village, and he bumps into Link as he flees the scene.

What could all that have been about? You'd better see what's behind that waterfall! Pass through the cascading water to enter a secret cave.

Oren's Plight

The waterfall cave turns out to be the home of the Zora Queen, Oren. Unfortunately, the queen is in a sea of trouble. That awful Thief has made off with a special gem that Oren desperately needs. Without this precious gem, the Zora Queen swells up so large that she can't squeeze out of her royal pool!

Speak to the Zoras if you like, but your task is already clear: Bring that greedy Thief to justice! Leave the cave and ring your bell to have Irene fly you all the way back to Kakariko Village.

Boy, This Is Really Expensive!

When you reach Kakariko Village, you find that the Street Merchant now has a smooth gem for sale. This silky-smooth jewel is none other than the Zora Queen's most precious treasure, and it costs a whopping 200 Rupees to purchase. You must cough up the cash to obtain the smooth gem.

Smooth Gem

A beautifully polished stone. It's smooth to the touch.

To Catch a Thief

That pesky Thief can't be allowed to get away with this! He's already made his money by selling the smooth gem, but now he must pay for his crime. Unfortunately, the Thief is incredibly fast and quickly dashes away whenever you approach him. What a snake!

To catch the Thief, you need to get creative. If he has dashed away, leave the village via the northeast trail and then return. This time, merge into the wall near Sahasrahla's house and slip behind the Thief undetected.

Pop out of the wall when you're right behind the Thief, and you'll have him dead to rights. After a period of guilty stammering, the Thief decides to repay you for his crime by handing you the awesome Pegasus Boots. Now you can dash around at top speed, just like the Thief!

Pegasus Boots

Boots that let you dash incredibly fast when you press .

Saving Oren

You've busted the Thief—now it's time to rescue Oren, the Zora Queen. Have Irene fly you to the Witch's House, heal and save if you like, then merge around the east wall to begin your journey back to Zora's Domain.

Run into the waterfall as you did before to return to Oren's chamber. Approach the Zora Queen and throw the smooth gem into her pool.

The smooth gem does its work, and after a flash of magic, Oren is restored to her natural form. The grateful queen can't thank Link enough, and bestows upon our hero a most excellent item, Zora's Flippers.

Zora's Flippers

Flippers given to you by the Zoras. Dive with , and swim with !

It's Going Swimmingly!

Leave the Zora Queen's chamber and head outside. Now that you've got Zora's Flippers, deep water is no longer a threat to you. Move into the deep blue water just south of the waterfall, and Link automatically swims. Press to dive and collect the underwater Rupees and Maiamai you find here.

Lost Maiamai #4

Press to swim south along the river, tumbling harmlessly over a small waterfall. After dropping from the waterfall, turn around and swim north to enter a secret cave that's hidden behind the cascade.

The small cave features a few pots and a piece of heart. Nice find!

Piece of Heart #3

Keep pressing to swim along the river, heading west toward a small dock. Climb onto the dock and up the ladder to reach a small ledge. Merge into the wall and free the Maiamai that's stuck there.

Lost Maiamai #5

Beware of Zoras!

Though you've helped save their queen, the Zoras around Hyrule owe you no allegiance. They'll continue to surface from deep water and spit fireballs at you, just like always. In a pinch, press to dive while swimming and avoid inbound fireballs.

Jump back into the water and continue swimming along the river, ignoring the other docks you see. Swim underneath a wooden bridge, then press to dive and scoop up an underwater Maiamai that's just south of the bridge.

Lost Maiamai #6

Treasure Hunter Cave #1

Climb out of the water using a nearby western dock. Go north along the river's west bank, heading for a cracked wall near the river. Bomb this cracked wall to expose a cave.

Aha! It's another Treasure Hunter cave! This one's a bit tricky, so bear with us. Begin by merging onto the first moving block when it moves close.

Slip around the right (east) side of the moving block, and move onto the stable platform ahead. Exit from the merge when a thin moving platform slides in from the east.

The east moving platform slides into and out of the east wall. Merge onto the east wall and slip through a thin slit to reach the other side. Exit from the merge and land on the moving platform, then head north, merging back into the wall as needed to keep from falling when the platform slides westward.

Scale the north stairs to reach a big room with an energy potion and Red Rupee. Claim these, then slide through a thin slit in the room's south wall, wrapping around to the main chamber's north wall.

Keep moving west along the main chamber's north wall, heading for the northwest ledge. There's another Treasure Hunter and energy potion here. Grab the potion before stepping onto the west moving platform.

You're doing great! Cross the west moving platform, merging into the west wall as needed to avoid falling as it slides into and out of the wall. When the chance permits, walk onto the room's central platform, which features a floor switch. Step on this switch to cause a block to start moving up north.

Ignore the north moving block for now and step onto the south moving block instead. Activate the nearby crystal switches with a swipe of Link's sword. This starts a pair of small platforms moving to the east and west of the crystals. Carefully step onto the east crystals's platform, then move onto the small, east moving platform when it comes close.

The small moving platform ferries you over to a set of steps in the room's southeast corner. Scale the steps to reach a high ledge, then merge into the east wall. Trek along the east wall, collecting Rupees as you go.

Wrap around the room's northeast corner, heading for a Red Rupee. Go a bit farther until you're standing over a small platform, then pop out from the wall and land on the platform.

That treasure is as good as yours! Step onto the north moving block when it draws near and allow it to ferry you over to the central chest. Step off the moving block and flip the chest's lid to claim your hard-earned reward.

Hyrule Chest #11: Silver Rupee

Graveyard Heart

After clearing the Treasure Hunter cave, go west to reach the Graveyard. Equip the lamp and enter the secret passage that leads underground, which you used to sneak into the Sanctuary earlier in the adventure.

Cut straight through the secret passage's first room and notice the piece of heart on the high ledge in the second room. It's time to claim this lofty prize!

Go west and climb the stairs to reach the room's elevated walkway. Go east along the walkway until you reach the final alcove, then merge into the wall and continue moving east.

You soon reach the piece of heart's ledge. Pop out of the wall and collect this worthy reward.

Piece of Heart #4

Sanctuary Secrets

Contineu through the secret passage until you emerge in the Sanctuary. Head outside and save, then go west to find a lost Maiamai clinging to the nearby wall. Merge into the wall and pop the little fellow free, then collect it.

Lost Maiamai #7

Now travel west from the Sanctuary to locate a small pond that's north of the Blacksmith. Hey, there's a little Maiamai down there! Dive in and rescue the tyke.

Lost Maiamai #8

Hammer Time

Go northeast from the pond, heading back toward the Sanctuary. Keep to the high ground, and you'll discover a chest surrounded by wooden pegs. (The chest is on the high ledge west of the Sanctuary.) Pound down those pegs with the hammer and crack open that chest to claim a valuable Silver Rupee.

Hyrule Chest #12: Silver Rupee

Go north from the chest, heading for the home of Rosso, the miner. The cave just behind Rosso's place is blocked by a wooden peg. Equip the hammer and use it to pound down the peg so you may enter the cave.

The small cave features a lone chest. Lift its lid to claim a Red Rupee. Ravio's items are already paying for themselves!

Hyrule Chest #13: Red Rupee

The Maiamai's Cry

By now, you've certainly heard the chirping of a little lost Maiamai that's stuck to the wall near Rosso's house. If you haven't, go south just a bit from Rosso's place to find the Maiamai stuck to the east cliff. Link's new merge ability does the trick.

Lost Maiamai #9

Into the Woods

Go northwest from Rosso's place next, heading into the Lost Woods' entry area. Lift the small rocks to the south to discover another lost Maiamai.

Lost Maiamai #10

Go west from the rocks and enter the hollow log. Notice the thin gap in the wall to the south.

Merge into the south wall and inch through the thin gap to reach a small area with a piece of heart. This merging ability sure has its uses!

Piece of Heart #5

Travel back through the thin gap and go west, heading for the entrance to the Lost Woods proper. Cut down the bushes to the west to discover another lost Maiamai. These guys are everywhere!

Lost Maiamai #11

Take the southeast trail out of the Lost Woods' entry area, and look for a Maiamai in a tree just before you exit the woods. Hold to dash into this tree and knock down the Maiamai, then pick up the little guy.

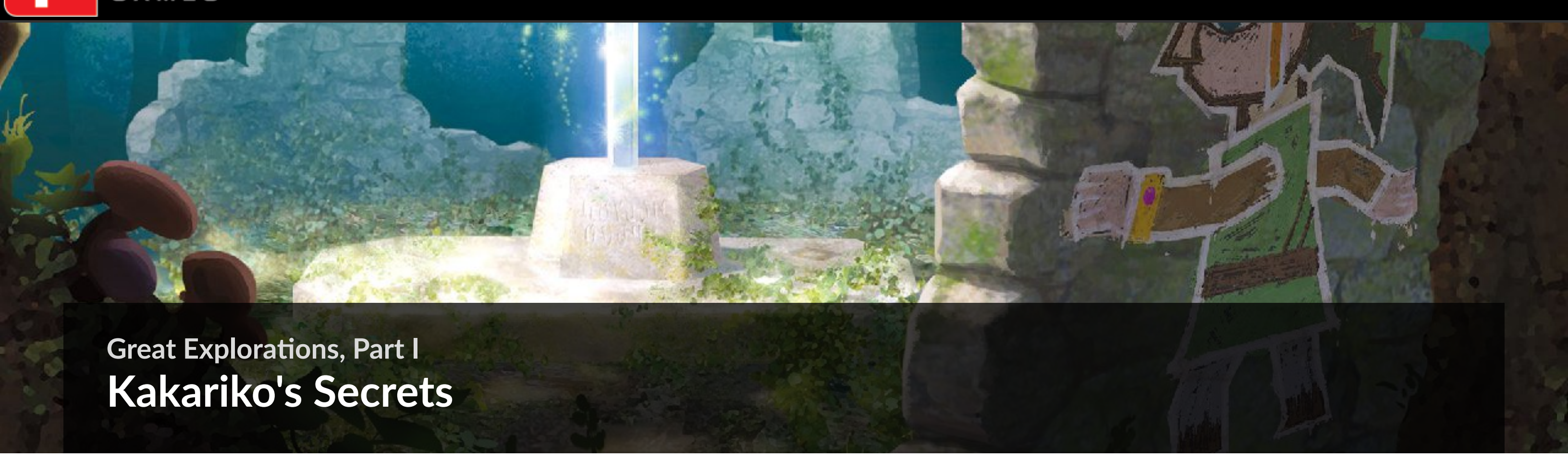
Lost Maiamai #12

Take the southeast trail out of the Lost Woods entry area, heading toward Kakariko Village. You'll come to a pair of pegs; pound them with the hammer to remove the obstacles.

After pounding the pegs, pick up the nearby small rock to discover a lost Maiamai. Smashing!

Lost Maiamai #13

That's all you can accomplish in the Lost Woods region for now. Go south and take the southwest path out of the woods to reach Kakariko Village.



Great Explorations, Part I

Kakariko's Secrets

Kakariko’s Secrets

Take the southwest trail out of the Lost Woods entry area, and you’ll emerge at the north end of Kakariko Village, right near the Kakariko Cave. Lift and throw the two small rocks on the ledge above the cave, then leap from the ledge to drop into the large hole.

Beware: You land smack in the middle of a dangerous Rope nest! Wipe out these enemies as fast as you can, then smash the nearby pots for items.

After you’ve cleared out all of the Ropes, head upstairs to at last claim the piece of heart you noticed in this cave during your first visit to Kakariko Village. Lovely!

Piece of Heart #6

More Maiamais to Find

Stroll out of the cave with your piece of heart in hand and save your progress at the village’s central weather vane. Go east afterward, listening for the cries of a lost Maiamai. Cut down a lonely pair of suspicious bushes in the village’s northeast corner to discover the source of the cries.

Lost Maiamai #14

Another Maiamai can be heard crying out—the sounds seem to be coming from the nearby house. Go inside and speak to the Woman who lives in the house to learn that these cries are coming from the roof.

Exit the house and notice the small rock on its roof. The lost Maiamai must be hiding up there! Go north and climb up the stairs to reach Sahasrahla’s house. Press to pick up a nearby cucco, then use to view the house to the southeast, upon which the Maiamai is trapped.

While holding a cucco overhead, run and jump off the cliff near Sahasrahla’s house. The mad flapping of the cucco’s wings keeps Link airborne long enough to reach the Woman’s roof. Nice gliding!

The cucco has done its part, so toss the little fellow aside and hoist the roof’s small rock overhead. Aha! Found you!

Lost Maiamai #15

2D Goodies

Use Link’s merge ability to search the backs of the houses in Kakariko Village. You’ll find hidden hearts and Rupees painted on the buildings’ north sides!

Return to Sahasrahla’s house and enter the storage shed to the west. Remember that chest you saw in here before? Merge into the wall and slip past the bars, and its treasure will be yours! (Don’t worry, Sahasrahla won’t mind.)

Hyrule Chest #14: Silver Rupee

Fortunate Hero

That’s all the new stuff you can do around Kakariko Village for now. Save at the weather vane and then take the north trail out of town, heading toward the Fortune-Teller’s tent. Spy another Maiamai on the tent’s side and use the merge ability to knock it down just as you did before.

Lost Maiamai #16

Now head east toward the Blacksmith, which is just east of Kakariko Village. Listen for the sounds of a Maiamai crying out from one of the trees just north of the Blacksmith’s forge. You can’t see the Maiamai, so try dashing into each tree until you knock it down.

Lost Maiamai #17

Blow ’em Away

Go to the front of the Blacksmith’s forge building. Notice the strange tiles on the ground near the forge. Blow these tiles away with the Tornado Rod to uncover a hidden Maiamai!

Lost Maiamai #18

Now go east from the Blacksmith, heading toward toward Hyrule Castle. Notice the peculiar tiles on the ground just south of the castle, across the moat. You can hear another Maiamai chirping around here.

Equip the Tornado Rod, stand on the tiles, and use the Tornado Rod to boost Link into the air. The strong downward wind gust blows away the tiles, exposing another lost Maiamai. Pocket the little fellow for safekeeping.

Lost Maiamai #19

Castle Crashing

The time has come to explore the grounds of Hyrule Castle. There’s another Maiamai in the tree at the north end of the castle’s west wall. (You can see this one.) Wipe out the surrounding soldiers and then dash into the tree to knock down the poor little fellow.

Lost Maiamai #20

Now loop all the way around the castle, heading for the north end of its outer east wall. Lift and toss the small rocks out of your way here so you can claim a precious piece of heart.

Piece of Heart #7

Check Out Link’s House

That’s enough horseplay around the castle. Ring for Irene and fly to Link’s House. Save when you get there, then merge into the house’s exterior wall and slip around the back to discover another lost Maiamai.

Lost Maiamai #21

Go west from Link’s House and listen for the sounds of another hidden Maiamai as you explore through the tree-lined paths to the west of Link’s House. Dash into the trees until you discover the hidden Maiamai, then pick it up.

Lost Maiamai #22

The Search for Gulley

Say, being here at the Blacksmith reminds us, we still need to help find Gulley! If you’ve been following this walkthrough carefully, then you already know about his favorite hideout—the circular forest to the west of Link’s House that can only be entered by cutting through the thicket of bushes south of the woods.

Hack through the bushes and hurry into the circular wood. Oh no, Gulley isn’t here! Instead, a pouch rests on his favorite stump.

Collect the pouch, and Gulley’s mom comes running into the wood. She’s more worried than ever about Gulley, but she lets you take the pouch in the hopes that it will help you in your quest. And it most certainly will!

Pouch

You got the pouch! Now you can set items to as well!

Ready the Net!

Now that you can equip two items at once, keep the bow set to the button you prefer (either or) and set the net to the other button. Now you’re ready to catch bees at a moment’s notice, which you can sell for top Rupee to the Bee Man in Kakariko. And although it’s weak, the net’s quick spin attack is useful for beating back swarms of foes.

Go north after claiming the pouch, and spy a little Maiamai perched atop the far north tree. Dash into the tree to knock the Maiamai to the ground.

Lost Maiamai #23

You’re doing great! Leave the circular woods and go northwest, heading for the Cucco Ranch. Knock down another Maiamai that’s hidden in the tree right near the ranch’s fence. Maiamais sure do like to climb!

Lost Maiamai #24

What a Rush!

Go west from the Cucco Ranch to find that the Rupee Rush minigame is now open for business. Let’s give it a try!

Rupee Rush costs 50 Rupees to play. You’re then let loose in a small field that’s full of Rupees. You’ll find them hidden in grass and bushes, beneath Tornado Tiles, and inside of large boulders that can be smashed with bombs or the hammer. Grab as many Rupees as you can within 30 seconds, then return to the Rupee Rush Gal and speak to her before time runs out. The catch is that there’s no onscreen timer!

The trick to Rupee Rush is to set your own timer, with a wall clock, wristwatch, cell phone, or computer. Start your timer when the game begins, and make sure to return to the Rupee Rush Gal before time runs out. You won’t win any Rupees if time expires, but you’ll earn special bonuses if you cut it really close!

- Your Rupees are doubled if less than 3 seconds are left on the clock when you speak to the Rupee Rush Gal.
- Your Rupees are tripled if less than 1 second remains on the clock!

The secret to Rupee Rush is to go for the bonus, which is much easier to accomplish if you use your own timer. Earn a high score of over 100 Rupees, and you’ll receive a special prize in addition to your loot: a piece of heart!

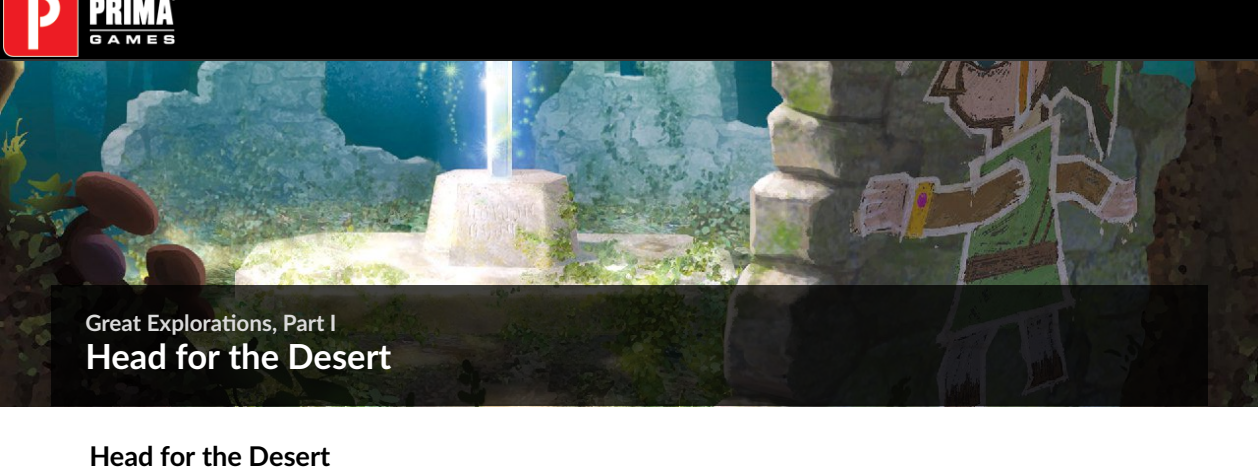
Piece of Heart #8

There’s another reason to play Rupee Rush: a lost Maiamai is hidden in the playing field! Pay the 50 Rupees to play Rupee Rush, then merge into the south wall and knock down the little Maiamai.

Lost Maiamai #25

Endless Rupees

Rupee Rush is a fantastic way to fill Link’s pockets with cold, hard cash. Just keep rushing around the playing field and going for the short-time bonuses at the end of the game. The entry fee is steep, but you can easily profit by 50–100 Rupees per rush—that’s 50–100 Rupees every 30 seconds!



Great Explorations, Part I

Head for the Desert

Head for the Desert

Link can't explore much of the desert yet, but a few things are worth checking out. Go east from the Rupee Rush game and southeast from Gulley's woods, and your path will be blocked by a familiar large rock. Though Link can't lift this sizeable obstacle, he can merge into the wall and slip past it. Neat!

Continue moving south, eyeing a treasure chest on a high ledge to the west. Take the narrow southwest path to reach the desert's entry area.

Rest at the Great Fairy Fountain if you like, then climb the ladder to reach a high ledge.

More Rupees, If You Please

Stand on the south end of the high ledge and fire the Hookshot at the southeast peg to zip over to a high line of Blue Rupees. Score!

After nabbing the Blue Rupees, launch your Hookshot westward to snatch the Red Rupees on the neighboring ledge. Cha-ching! The Hookshot sure is a nifty little gadget.

Chest Trek

Drop to the ground after claiming the Rupees and climb back up the ladder to return to the high ledge. Merge into the north wall and then go right (east) along the wall, looping around a corner. Keep moving along the wall until you reach the chest on the high ledge you noticed earlier. Drop from the wall and lift the chest's lid to claim a Silver Rupee.

Hyrule Chest #15: Silver Rupee

Treasure Hunter Cave #2

Let Link catch his breath, then merge into the wall near the chest after his energy gauge has refilled. Make a long journey north along the wall, rounding corners as you go.

Keep moving until you at last reach another high ledge—Link has just enough energy to get here. You hear a Maiamai crying from the circle of stones here, but you can't lift the large rock to rescue it. Enter the nearby cave instead.

Inside the cave, Link meets a Treasure Hunter who has his eye set on the Rupees in here. We'll just see about that! Grab a cucco and run north, then peer into the deep pit ahead.

The pit features several small platforms that contain valuable Rupees. Most of these are relatively easy to grab, though the powerful wall fans threaten to knock you off course. Use a warp panel to return to the top of the cave each time you reach the bottom.

The most precious prize is the Silver Rupee near the bottom of the pit, but only a masterful cucco glide will land you upon it. There are many ways to approach the Silver Rupee, but we found it easiest to keep to the left until you've passed all of the fans, then quickly swing to the right and grab the Silver Rupee just before you fall past.

Ring Irene next and fly to Link's House. Save your game and then go south, into the Southern Ruins. Head for the southern temple, which is blocked by large rocks. You can't lift these yet, but you can dive underwater to rescue another lost Maiamai.

Lost Maiamai #26

Go northeast as you continue to explore the Southern Ruins. Look for a Maiamai that's stuck atop a pillar here, and dash into the pillar to knock the little tyke to the ground.

Lost Maiamai #27

Bombing Run

Fairies are fantastic companions, but up until now they've been hard to come by. But that's all in the past! Go east to reach the Southern Ruins, then go northeast and look for a cracked wall between two small rocks. Place a bomb near the cracked wall, then step back and enjoy the fireworks.

Kerblam! The bomb blasts through the cracked wall, exposing a cave. Head inside to discover a Fairy Fountain. Use your net to nab a couple of fairies and fill both your bottles. Leave and reenter the Fairy Fountain to make more fairies appear.

A Great Source of Fairies

This Fairy Fountain is close to Link's House, making it a convenient stop whenever you need to net more magical companions. Even if you're halfway across Hyrule, Irene can quickly fly you to Link's House, and then you can make the short trip to this Fairy Fountain.

Trouble in Paradise

Exit the Fairy Fountain and run directly west to locate another pair of small rocks near the Southern Ruins' north wall. There's no cracked wall here, but these rocks must have been placed here for some purpose. Try planting a bomb between them and see what happens.

Blammo! The bomb blasts a hole through the wall, revealing a secret cave. Head inside to at last locate the Runaway Items Seller.

If you recall, the Items Seller at Kakariko Village told you a sad tale of her runaway husband. Well, you've found him! Listen to the man's tale of woe, then give him a Scoot Fruit if you have one to spare. (You can buy Scoot Fruit for 50 Rupees from his wife, the Items Seller, in Kakariko Village.) The man will then give you a Silver Rupee in trade. Not a bad deal!

Another Secret Cave

Your bombing run isn't over yet! Leave the Runaway Items Seller's cave and go southeast, heading for the path that leads to Lake Hylia. On your way, notice two large statues standing near the north wall in the low ground where the Octoroks roam. Place a bomb between these suspicious statues to blast open another secret cave.

Slay the Ropes and Keese as you explore this secret cave. When you reach the north pool, dive in to claim some sunken Rupees and an underwater Maiamai.

Lost Maiamai #28

Keese

Damage:1/2 Heart

These pesky bats flap about caves and dungeons, looking to take a bite out of trespassers. Their swift movements make them somewhat unpredictable, so slash madly at them with the sword, or keep your distance and employ ranged weapons. The Tornado Rod is also quite useful for stunning Keese when they begin to swarm.

Follow the cave to its far exit, and you'll pop out back in the heart of the Southern Ruins, right next to a piece of heart! Claim this wondrous prize, then journey back through the cave to escape confinement.

Piece of Heart #9

Let's Check the Lake

Lake Hylia is your next stop, and it's a short trek east of the Southern Ruins. Head east and dive into the lake when you get there, then swim around and look for an underwater Maiamai that's surrounded by shallow water just south of the House of Gales.

Lost Maiamai #29

Since you're here, you might as well check out the House of Gales. Climb onto the dock, scale the ladder, and activate the weather vane here for future use. Take note of the symbols on the nearby columns as well—they resemble the Tornado Rod, a tool you need to enter the House of Gales.

Use the Tornado Rod to blow away the floor tiles near the House of Gales and expose a floor switch. Step on the floor switch to open the dungeon's entry door.

Inch around the House of Gales' east wall to discover a lone Tornado Tile. Use the Tornado Rod again to blow the tile away and discover a hidden Maiamai. Rescue the little fellow, then save your game.

Lost Maiamai #30

Under the Bridge

Jump back into Lake Hylia and swim north, following the river northward to a stone bridge that you've crossed many times on foot. Dive and collect an underwater Maiamai from the river just east of the bridge.

Lost Maiamai #31

Now swim underneath the stone bridge to discover the secret hideout of a man known as the Bird Lover. Climb up to the Bird Lover's perch and take a moment to chat with him. Tell the Bird Lover that you like birds, then tell him that you want to talk. He'll give you an empty bottle that washed up not long ago. Now you have two bottles to store stuff in!

Bottle #2

Can hold many different things. You'll need one to buy potions.

Long-Lost Letter

Swim back to Lake Hylia and then swim east, following a short river to its end. Dive and scoop up another underwater Maiamai as you go.

Lost Maiamai #32

When you reach the end of the river east of Lake Hylia, you discover a letter in a bottle. How peculiar! The letter indicates that someone has gotten into a trouble up on Death Mountain, way past the Tower of Hera. The person seems to really want something called premium milk, which is available at the Milk Bar in Kakariko Village. Maybe you can help them out?

Letter in a Bottle

Someone's heartfelt message. You should take good care of it.

Go for the Gold

Having collected the letter in a bottle, use a nearby dock to climb onto dry land. Enter the cave at the north end of Lake Hylia's east bank.

The cave features a cracked wall at its north end. Use a bomb to blast the cracked wall, then advance north to reach a Fairy Fountain. This one isn't as easy to reach as the one near Link's House, but more sources of fairies are always good.

After collecting your fairies, use to pan the camera to the west. Hey, there's a chest over there! But how to reach it?

Exit the Fairy Fountain cave and return to the outdoors. Place a bomb just to the left of the cave's mouth to blast open a secret cave. Sneaky!

Enter the secret cave and crack open the chest you spied moments ago to claim your reward: a precious Gold Rupee! Just one of these is worth a whopping 300 Rupees!

Hyrule Chest #16: Gold Rupee

Who's Up for Some Hotfoot?

Exit the cave with your Gold Rupee tucked away and climb a nearby ladder that leads up to a man on a ledge. This is the Racing Bro, and he asks if you want to pay 20 Rupees to try a racing challenge across Hyrule. Sure, why not?

The rules of Hylian Hotfoot are simple: pay the entry fee, then race to the goal. The goal always appears way up north, near the house of Rosso, the miner (north of the Blacksmith). You only have 75 seconds to get there, but it's doable if you avoid enemies, make use of the Pegasus Boots, and take the shortest route.

Reach the goal in less than 75 seconds, and you'll win a Silver Rupee and unlock the game's Intermediate level. And don't worry if you fail to reach the goal on time—just speak to the Racing Bro at the goal to quickly begin the game again from the starting point back near Lake Hylia.

During the Intermediate run, you have only 65 seconds to reach the goal. The route is the same, but you'll have a hard time reaching the goal in less than 65 seconds without a little help from the Pegasus Boots. Race hard to reach the goal in time and win your piece of heart prize!

Piece of Heart #10

Eastern Ruins Romp

After having your fill of Hyrule Hotfoot, ask Irene to drop you off at the Eastern Palace. Go directly south from the palace and bomb a cracked wall to expose a cave.

Enter the cave and merge into the north wall. Cross over to the west ledge, where a piece of heart awaits. Claim this valuable prize, then drop from the ledge and exit the cave.

Piece of Heart #11

Go west after exiting the cave. Don't climb any steps; just go west to find another Maiamai perched atop a brown tree. Add this little fellow to your growing collection.

Lost Maiamai #33

Link Hearts Fairies

Backtrack eastward and then go south, taking the southeast trail down to a Tektite-filled gully. Use the hammer to pound the pegs you find here and claim another piece of heart. All right! That makes another heart ontainer!

Piece of Heart #12

Next, blast open the cracked wall just north of the piece of heart. Head inside to visit a Fairy Fountain—the third one you've found thus far.

Treasure Hunter Cave #3

Proceed north into the Eastern Ruins again and drop into the west pit that lies just beyond the bow checkpoint gate. Enter the stone structure in this pit to visit another Treasure Hunter cave.

You couldn't explore this cave before, but now you can. Merge into the wall and slip past the bars near the entrance, then go downstairs and speak with the Treasure Hunter, who seems baffled as to how to reach the cave's treasure.

Claiming this treasure requires some clever use of Link's merge ability. Merge into the first moving block that you see, then move around the block after it rises and exit onto the solid platform beyond.

Let Link catch his breath, then merge onto the next moving block. Slip to one side, then move onto the stable platform after the block rises. Wait for the block to lower again, the slip back around the stable platform and exit to land atop the moving block you just used.

You're doing well! Again, merge onto the third moving block after Link's energy gauge has refilled. Slip around one side and wait until the third moving block lines up with the fourth. Then move onto the fourth moving block.

Slip back around to the front (south side) of the fourth moving block and exit when the third moving block has lowered. Link will land atop the third moving block.

Wait for the third moving block to line up with the fourth again, then simply step onto the fourth moving block. Allow this final block to hoist you up to the chest ledge, then stroll over and claim your well-earned reward.

Hyrule Chest #17: Silver Rupee

More Merging

Exit the Treasure Hunter cave with your Silver Rupee safely tucked away, then head up the north stairs to reach the ruins' northwest corner. Merge into the wall and make a long trek to the south to reach a line of Green Rupees on high. Hey, every little bit helps!

Drop from the opening in the south wall to return to the bow checkpoint gate. This time, merge into the wall to the east of the gate and head for a lost Maiamai that's stuck to the wall nearby. Free this little fellow and add him to your collection.

Lost Maiamai #34

Merge eastward along the wall again after collecting the Maiamai. Use the hammer to pound down the nearby pegs so you may collect the Red Rupees beyond.

Go north from the Red Rupees and spy a chest on a high standalone ledge. Drop off the ledge to the east, climb the north stairs, and then use the Hookshot to zip over to the chest (target the peg near the chest).

Hyrule Chest #18: Red Rupee

Drop from the ledge after looting the chest, then go south and drop from the east ledge again. Scale the north stairs once more and slay a lone Armos when you reach a dead end.

After defeating the Armos, merge into the north wall and loop around to the west to reach a chest on a high ledge. Pop out and pluck your prize from the chest.

Hyrule Chest #19: Silver Rupee

An Explosive Shortcut

Drop from the chest ledge and go directly north to find another cracked wall. Bomb this wall to expose a cave, and head inside.

Collect the Rupees inside the cave, but watch out for the Red Rupee—it's actually a Rupee Like in disguise!

Leave the cave via its north exit to find yourself at the Witch's House. What a convenient shortcut! Visit the Witch if you like, then save your progress before heading back through the shortcut to return to the Eastern Ruins.

Ruins Wrap-Up

We've searched the interior ruins—now let's check the outer grounds. Go southwest, making for the ruins' exit. After leaving the ruins, go east and look for a cracked wall.

Bomb the wall to expose a Great Fairy Fountain, just like the one in the desert's entry area. Link can come here at any time to rest and recover all of his hearts.

Exit the Great Fairy Fountain and listen for the cries of a nearby Maiamai just outside the cave. Dash into the nearby trees to knock the Maiamai down.

Lost Maiamai #35

Go south after saving the Maiamai, following the river's east bank southward. Keep to the narrow path on the river's east side until you reach a dead end.

At the dead end, merge into the east wall and then continue moving south. You soon come to a small ledge that sports a treasure chest. Backtrack north along the wall after claiming your reward.

Hyrule Chest #20: Red Rupee

Keep backtracking north and then west, heading into the valley of Octoroks that lies just west of the Eastern Ruins. Go north and search the Octorok-filled grounds for a Maiamai that's stuck atop a brown stone. You know what to do! Dash into that stone to send the Maiamai tumbling to the ground.

Lost Maiamai #36

To Death Mountain!

You've now taken an extensive tour of Hyrule, but there's still one place to explore: Death Mountain. This is the most dangerous region in all of Hyrule, but if you've followed this walkthrough faithfully, Link now has plenty of items to aid him, including two bottles that can hold heart-restoring milk, potions, or fairies. Link also has seven hearts in his life gauge now, making him one tough hombre. It's time to brave the dangers of Death Mountain!

Don't Forget the House of Gales!

If you feel like you could still use a little more help before tackling Death Mountain, consider clearing the House of Gales dungeon at this point. You'll add another heart to Link's life gauge after you pass through the House of Gales.

A Quick Pit Stop

Before heading to Death Mountain, fly to Kakariko Village and visit the Milk Bar. Remember that letter in a bottle that you found at the end of the river east of Lake Hylia? Speak to the Milk Bar owner with that letter in a bottle in your inventory, and he'll fill up that same bottle with premium milk. Now you're ready to rescue the man who desperately sent that urgent letter!

Death Mountain Trail

The trail leading to Death Mountain begins near Rosso's house, just north of the Blacksmith. Look for a cave that's blocked off by a group of small rocks, and toss the rocks aside to enter the cave.

Inside the cave, you must navigate a long tunnel filled with Mini-Moldorms. Fight to the far exit, tossing small rocks at the Mini-Moldorms if you like. As you go, note a large rock that blocks a north passage. You can't get past this obstacle yet, but remember where you saw it.

Mini-Moldorm

Damage:1/2 Heart

These snake-like enemies move swiftly, bouncing off of walls and objects in a hazardous fashion. Getting close to a Mini-Moldorm is risky, so use ranged weapons such as the boomerang, bow, Hookshot, Fire Rod, and Ice Rod to stun or harm them from afar.

Great Balls of Fire

After passing through the cave tunnel, you emerge at the foot of Death Mountain. Make haste through this outdoor region, which is filled with Deadrock enemies, Tektites, and falling fireballs that rain down from the overhead volcano.

Leave Those Rupees Be

Don't bother with the Rupee Rocks and Rupee Boulders at the foot of Death Mountain. You can score a few Rupees from these objects by striking the Rupee Rocks with Link's sword or smashing the Rupee Boulders apart with bombs or the hammer, but it's really not worth the risk!

Deadrock

Damage:1/2 Heart

These bipedal lizards are surprisingly agile and will turn to stone if Link strikes them, becoming largely invulnerable. Turning Deadrocks to stone is a good way to slip past them. If you must defeat them, use bombs or the hammer to finish them off after they've taken stone form.

Navigate the first cluster of rocks and cross a bridge to reach a weather vane and two caves. Save at the weather vane, then enter the lower cave to claim a Blue Rupee from a chest.

Hyrule Chest #21: Blue Rupee

Exit the lower cave and merge into the north wall. Go west to reach a small ledge with a cracked wall. Bomb the cracked wall and take cover inside the cave you expose.

It's another small cave with a treasure chest. This one contains a Purple Rupee. Nice!

Hyrule Chest #22: Purple Rupee

Return to the weather vane and save your game again. Before entering the nearby cave, merge into the north wall again. Go east this time to reach another small ledge, where you find the entrance to another cave.

This cave leads to a Fairy Fountain. Score! This is another convenient Fairy Fountain, because it's near the Death Mountain weather vane.

After collecting your fairies, use a bomb or the hammer to smash the nearby boulders on the cave's west side. Now you can reach a treasure chest that contains some monster guts.

Hyrule Chest #23: Monster Guts

You're almost done here. Exit the Fairy Fountain cave and drop to the ground below. Lift a lone Rupee Rock here to discover a lost Maiamai. This is no place for such a vulnerable creature—you'd better take it with you.

Lost Maiamai #37

Rolling Boulders

Dart back over to the weather vane and save once more. You're all done out here, so head into the nearby cave to begin your ascent up Death Mountain.

This first passage features an endless stream of rolling boulders that come snaking along from above. These massive rocks will knock a full heart off of Link's life gauge if they crush him, so take care to avoid them. Seek shelter on the steps that connect the passage's different tiers, or by merging into walls to avoid the boulders. You can also slam down the hammer to destroy the boulders in a pinch.

When you come to gaps in the passage's floor, merge into the wall to slip past them. Use the hammer to pound the top tier's pegs and claim some more monster guts from a chest.

Hyrule Chest #24: Monster Guts

Two Routes

The rolling boulder tunnel features two exits: a higher one and a lower one. Ignore the first (lower) exit and scale the west slope to reach the higher one.

The higher exit leads to a small ledge with a chest. Crack it open to claim a Red Rupee.

Hyrule Chest #25: Red Rupee

Merge into the wall after looting the chest and go east to find a lost Maiamai that's stuck to the wall. Exit and knock the little tyke down so you may collect it—but beware the Deadrocks roaming below you.

Lost Maiamai #38

More Rolling Boulders

The east cave leads back into the previous boulder tunnel, so ignore it and go west to find another cave. Head inside to reach a second passage that's filled with rolling boulders.

The second passage is more dangerous than the first, because the boulders come rolling down the steps that connect the passages. Merge into walls as needed to avoid being crushed, and smash the pots at the ends of the passages to find hearts. Remember to merge around any pits you encounter in the passages.

The passage's sixth tier top features two exits, but neither is necessary—they both lead to an outdoor ledge that holds nothing of interest. Keep going upward until you reach the top tier, then go east to find a treasure chest.

Hyrule Chest #26: Monster Guts

Carefully cross the top tier after looting the chest, heading for the passage's west exit. Beware: You can't merge into the north wall, so pause and allow the boulders to roll downstairs before sprinting past.

Another Fairy Fountain

Don't worry if you're wounded—another Fairy Fountain lies ahead. Merge into the wall after emerging from the second rolling boulder passage and go east, collecting a couple of painted hearts. Double-back afterward and drop from the wall so that Link lands on the small ledge below, near the entrance to a lower cave.

Pass through the cave to discover a piece of heart. Lovely! Now enter the next cave ahead to visit Death Mountain's second Fairy Fountain.

Piece of Heart #13

After healing Link and bottling some fairies, drop from the Fairy Fountain's ledge and head back outside. You're now right next to the Tower of Hera, where one of the two remaining Pendants of Virtue is kept. Save at the weather vane and pound the pegs near the tower so you may enter it later.

More Mountain to Explore

Nothing's stopping you from entering the Tower of Hera, but there's more treasure and adventure to be had around Death Mountain, including a third bottle that lets you hold more potions or fairies. You've activated the Tower of Hera's weather vane, so returning here is no problem.

The Road to Rosso's Ore Mine

Hyrule's muscular miner, Rosso, has an ore mine up here on Death Mountain. It's a bit of a hike to get there, but there's plenty to see and do along the way.

Uh-oh, the bridge is out! Fortunately, this isn't a problem for a well-prepared hero. Use the Hookshot to snag the wooden post on the bridge's east side and zip across.

Beware! Mighty enemies called Lynels roam just beyond the broken bridge. These monstrous foes can defeat Link surprisingly fast, so don't mess around with them. Just keep moving to avoid being burned to a crisp!

Lynel

Damage:3 Hearts

By far the most powerful enemies in all of Hyrule, Lynels spew long jets of flame at Link, which inflict a whopping 3 hearts' worth of damage. Link can defeat these foes, but it takes 30 strikes with the forgotten sword (or 15 shots with the bow) to do so. If you must fight a Lynel, try to take them on one at a time. Use items such as the Ice Rod to stun them in between attacks—you don't want them burning Link up!

The entrance to Rosso's ore mine lies just beyond the Lynels. But before you enter, continue heading west to discover a cave that's surrounded by Deadrocks, Tektites, and Armos. And before you enter the cave, merge into its east wall and free the little Maiamai that's stuck there.

Lost Maiamai #39

Treasure Hunter Cave #4

Enter the cave after collecting the Maiamai, and you'll find yourself in yet another Treasure Hunter cave. This one requires the use of the Hookshot—but you couldn't have gotten here without it!

Begin by firing the Hookshot at the wooden panel directly north of the entry. The moment Link smacks into the panel, press # to merge into the wall.

Circle around the wall to reach solid ground, then pop out. You can see the treasure chest above you, but it's out of reach. No matter, it will soon be yours! Fire the Hookshot at the next wooden panel to the north, again merging into the wall the moment you make contact.

A moving platform slides east and west beneath this wall. Loop around to the wall's west side and pop out when the moving platform is beneath you.

Allow the platform to move all the way to the west, then quickly merge into the west wall. Go north to reach a ledge.

Exit onto the ledge and then fire the Hookshot at the north lever. The Hookshot latches on; move backward to pull the lever out from the wall.

Pulling the lever causes a platform to extend ahead of you. Step onto this and collect the nearby Rupees, then use the Hookshot to zip over to the north wall's wooden panel. Round the corner to reach the narrow north ledge.

This is fun, isn't it? And it's about to become profitable! Climb the north ledge's stairs and then merge into the wall. Move south along the room's east wall, collecting Rupees as you head for another ledge.

Exit onto the east ledge and step on the floor switch up here. This starts a pair of small platforms moving. Step onto the nearby platform and ride it over to the room's central platform.

Move to the central platform's west end and use g to view the west wall. There's another wooden panel over there! Snag the panel with the Hookshot and merge into the west wall when Link makes contact.

Move south along the west wall, heading for the other small moving platform that you activated with the floor switch. Exit onto the platform, then allow it to ferry you over to the chest.

Nice work! This cave's treasure is now yours. If you can't get enough Hookshot action, try collecting all of the painted Rupees on the walls—some of them require a bit of thinking to reach!

Hyrule Chest #27: Silver Rupee

Link Vs. the Volcano

With the fourth Treasure Hunter cave's treasure in your possession, head outside and backtrack west toward the cave near the Lynels. (You may wish to fly back to the Tower of Hera and save.) A sign out front indicates that Rosso's ore mine lies beyond this cave. Hurry inside before those roaming Lynels find you!

This cave leads into the heart of Death Mountain's volatile volcano. Step onto the first moving platform, and you're ferried westward.

When the platform stops, you can see another one in the distance below you. Take a deep breath and make a daring drop onto this distant platform.

Beware: Pesky Keese attack you as the second platform shuttles you southward. Slay them with rapid sword strikes before they cause too much chaos.

When the second platform stops, spy a third far below. Again, make a daring drop and land on this distant platform.

Octagon Monsters

Heads up! The third platform brings you to an octagonal ledge that's patrolled by two ferocious Lynels. You could try to avoid these beasts, but it's best to wipe them out if possible. Keep them stunned with the Ice Rod as you lay into them with the sword—it takes 30 strikes to defeat each one, so try to knock them off the ledge instead. Flee to the previous platform if need be, or take shelter by merging into one of the three walls at the ledge's east, west, and south sides.

Unleash the Fury!

Now's a fantastic time to unleash a Foul Fruit or purple potion if you're carrying one. Either will help you wipe out those dangerous Lynels!

Heading for the Heart

After dispatching the Lynels, merge into the west wall and loop around to its outer side. Wait for a platform to slide close, then pop out and land on the platform.

The platform features a peculiar red button with a smiley face. Allow the platform to move over to a tall west pillar, then use the hammer to pound down the button. Stand on the button, and when it pops back up, Link will be rocketed up to the top of the tall pillar (provided you timed it right).

Careful: The pillar features another button, but this one requires proper timing. Watch as another platform slides by overhead. Hammer the pillar's button just after the moving platform changes direction, then launch up and onto the platform.

Timing Your Jumps

When getting the feel for the timing of these tricky jumps, it's best to go with "dry runs"—hammer the buttons without stepping on them. Watch as the button pops back up, and determine if you've got the timing down before stepping onto the buttons and trying it for real.

To make the next leap onto the next moving platform above, pound your platform's button just as its lower-left corner slides past the edge of the previous pillar below you.

Are we having fun yet? Of course we are! The next jump is a little easier. Pound your platform's button as you approach the tall pillar, and you'll soar up onto it with ease.

From the height of the pillar, you can reach the final moving platform. This one's the toughest of all, as it moves quickly in a circular pattern. The ideal time to pound the button is when the platform begins to round the corner and travel northward, right before it changes direction and zips eastward.

Make this final jump, and you'll land on a pillar with a piece of heart. Amazing work! Collect this prize, and Link's life gauge will be refilled (thank goodness!).

Piece of Heart #14

Link, the Milkman

Now comes the hard part. Did we mention you'll need to backtrack to the Lynel Octagon? This requires some well-timed drops onto those moving platforms, but at least you don't need to worry about hammering their buttons anymore!

When you reach the Lynel Octagon, merge into the south wall and loop around to reach another moving platform. Don't worry, there are no more red buttons to hammer!

Simply ride from one platform to the next, keeping to the platform's centers so as not to be struck by the few spiked balls that zip past. When you reach the point where two platforms connect to the east and west, take the west platform toward an exit.

Take a deep breath, hero, you've just emerged from that sweltering volcano! Better yet, you've also located a man who needs your help. Merge into the wall and cross over to the man's ledge, then talk to him.

This is the Bouldering Guy, and he's the person who sent the letter in a bottle, asking for premium milk. Give him the premium milk you've been carrying all this time, and he'll repay the favor by letting you keep the bottle!

Bottle #3

Can hold many different things. You'll need one to buy potions.

Back Into the Fire

You've saved the Bouldering Guy, but there's still more to explore around Death Mountain. Merge into the wall again, and this time, drop when you're halfway between the ledges to fall to a lower ledge with a small rock. Lift the rock to discover a lost Maiamai. This one's a real survivor!

Lost Maiamai #40

Enter the cave after collecting the Maiamai to return to the volcano's interior. Don't worry, you're almost done here! Ride back up to the Lynel Octagon, and merge into the east wall.

Circle around the east wall and pop out onto a moving platform when it slides close. You must now make a series of carefully timed drops to land on the moving platforms below. The first few drops are fairly straightforward, but the final one takes some skill. Drop just as your platform begins to slide back to the east and the final platform slides into view from the south. Exit through the south opening when you finally reach solid ground.

Rosso's Ore Mine

At last, you've reached Rosso's ore mine! Talk about a secluded spot—how does Rosso get here on his own? No matter—head directly for the south cave, where a Great Fairy lives. You could likely use a pick-me-up by now!

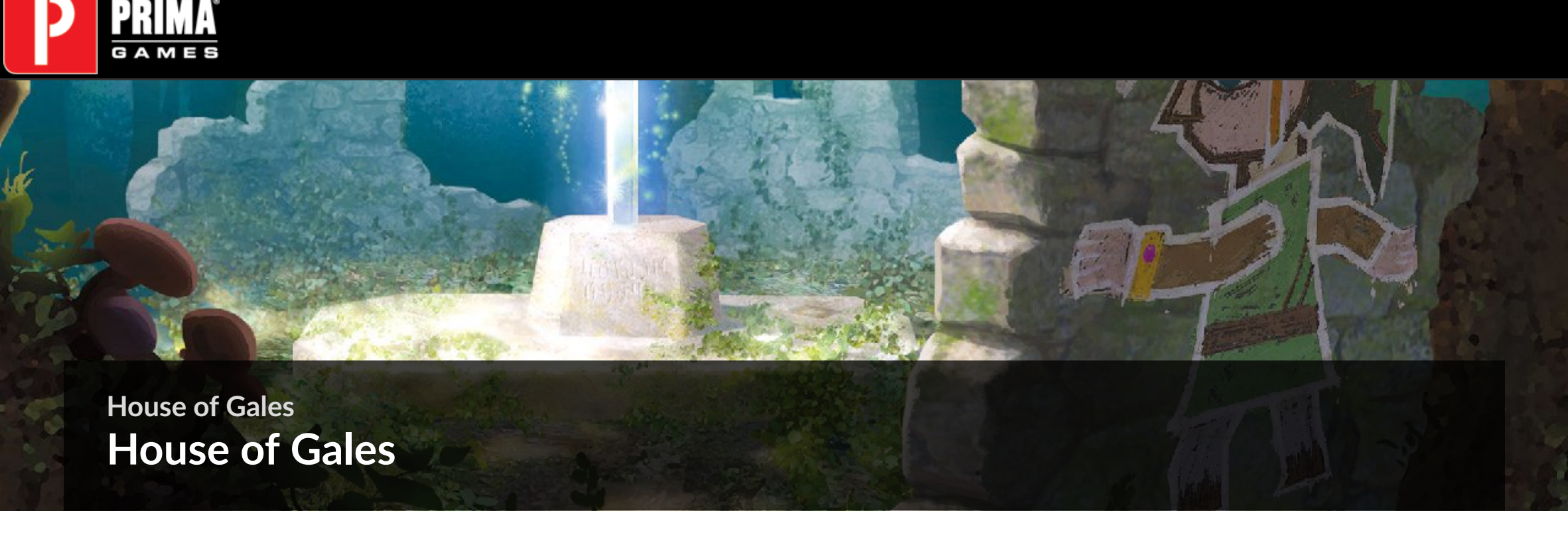
Exit the cave and beware the roaming Lynel and Deadrocks as you travel westward. When you reach a broken bridge, use the Hookshot to zip across.

Rapidly strike the Rupee Rock on the bridge's west side to score some Rupees, then lift and toss the surrounding small rocks to discover a lost Maiamai. Maybe this one's a friend of Rosso's?

Lost Maiamai #41

Choose Your Adventure

It's been fun, hero, but the time has finally come for you to choose your next path. You've thoroughly explored Hyrule by this point, but the land still suffers in the grip of evil. Should you brave the Tower of Hera next, or explore the wonders of the House of Gales (covered in the next chapter)? Both present unique challenges, and both must be overcome before Link can claim the Master Sword!



House of Gales

House of Gales

Entering the Dungeon

The House of Gales lies in the middle of Lake Hylia. You must obtain Zora's Flippers so you may swim to it. Once you've reached the House of Gales, use the Tornado Rod to blow away the Tornado Tiles out front and expose a floor switch. Step on the floor switch to open the dungeon's entry door.

Room 1: Entry Chamber

All's quiet inside the House of Gales. Smash the pots in the very first room to reveal a floor switch. Step on this to start the two southern fans blowing.

Stand beneath either fan's northerly gust and use the Tornado Rod to boost Link upward, into the draft. Link is then blown northward, onto the high north ledge—proceed to the next room.

Room 2: Fan Chamber A

This large room features ledges and walkways of varying heights. Run north and light two braziers with the lamp or Fire Rod to make a chest appear.

House of Gales Chest #1: Red Rupee

After looting the chest, drop off the east ledge and pass through the nearby door to reach Room 3.

Room 3: Popos' Plunder

This small room features a treasure chest that's guarded by several Popos. Slay them all and raid the chest to claim some monster guts. Striking the southern crystal switch activates the northern fans, but there's no need to do so. Just don't use the Tornado Rod while the fans are blowing, or you'll be sent flying into the southern pit!

House of Gales Chest #2: Monster Guts

Room 2 (Revisited)

Return to Room 2 and merge into the east wall. Travel south toward a landing, then pass through the southern wall (there's a doorway) to reach a switch. Strike this switch to lower the nearby wall.

Backtrack north, through the wall's doorway, then go up the nearby stairs. Loop around to the south and then merge into the wall above the doorway you just went through. Move east across the wall, passing over the doorway, to reach the room's high southeast door. Head through to visit Room 4.

Room 4: Fire Bubble Ambush

Link becomes sealed in this small chamber, forced to battle a trio of Fire Bubbles. Use the Tornado Rod to quickly blow out their flames, then attack their vulnerable skulls. Slay all three Fire Bubbles to unseal the room and discover a chest containing a small key. Merge into the walls to collect painted hearts if need be.

Fire Bubble

Damage:1/2 Heart

These flaming skulls speed around a room, bouncing off of objects in a hazardous fashion. Fire Bubbles are immune to attacks while their flames are lit, so put them out with the Tornado Rod or Ice Rod. The Fire Bubble's skull then hops around, vulnerable to Link's weaponry for a few moments.

House of Gales Chest #3: Small Key

Room 2 (Third Visit)

Return to Room 2 and merge back across the wall. Use the small key you found in Room 4 to open Room 2's southwest door, and head through to enter Room 5.

Room 5: Bothersome Baris

Beware the Baris that roam this room—they'll give you a nasty shock if you touch them. Merge into the moving block and ride it north to reach a small ledge with a chest. This one contains the House of Gales' compass.

House of Gales Chest #4: Compass

Bari

Damage:1/2 Heart

These floating foes regularly become electrically charged, and Link gets zapped if he attacks them with his sword while they're sparking. Use ranged weapons like the bow to wipe out Baris from afar, or stun them with other ranged weapons before moving in for some swordplay. Red and gold Baris split into two smaller Biris when defeated; blue and silver Baris do not separate into Biris when slain.

Merge back onto the moving block when it draws near, then quickly move north, onto another moving block. Slip around to the second block's west side, then pop out of the block after it ferries you to the room's northwest ledge.

Go upstairs and stand atop the first moving block. Beware of Baris as you ride the block northward.

Step onto the second moving block and ride it over to a high east ledge with a floor switch. Step on the floor switch to start up a fan down south. This fan will become useful later; for now, simply head through the nearby door to return to Room 2.

Room 2 (Fourth Visit)

Back in Room 2, cross the metal platform and activate another floor switch to start a southern fan blowing.

Slay the red Bari to the north, making sure to dispatch its two smaller offspring as well. Then use the Tornado Rod to boost Link up into the overhead draft produced by the fan you just activated. This sends Link flying over to another metal platform to the north.

Merge into the west wall after you land on the northern metal platform. Move north to reach a high ledge, and pass through the northwest door to visit Room 6.

Room 6: Rat's Nest

Rats run wild in this small room. Carefully tiptoe across the narrow beams to reach a few pots, and try dropping bombs to wipe out the teeming Rats below. Drop when it's safe and then proceed south to explore new places back in Room 5.

Room 5 (Revisited)

Back in Room 5, merge into the west wall and slide all the way down to the room's southwest ledge, where a chest awaits. Pop out of the wall and lift the chest's lid to claim a sparkly Silver Rupee.

House of Gales Chest #4: Silver Rupee

Merge into the south wall after cleaning out the chest, and move east to reach the room's southeast ledge. Use the Tornado Rod to boost up into the overhead gust produced by the southern fan, and you'll be blown up to a north ledge. Go through the nearby door to return to Room 2.

Room 2 (Fifth Visit)

You're all done exploring this floor of the dungeon. Use the Tornado Rod to ride a northerly draft up to the north metal platform again. Go east and merge into the east wall, then travel south to reach a high stone walkway.

Whack the crystal at the end of the walkway to activate a giant floor fan. This is your ticket to the next floor! Go north and walk into the floor fan's updraft to be boosted up to the dungeon's second floor.

Room 7: Rolling Pin Chamber

Link lands in another large room, none the worse for wear. What a way to travel! Head south to reach a metal walkway with a large spiked rolling pin. Use the Tornado Rod to boost Link upward as the pin rolls toward him, timing it so that the pin passes by while Link is in the air. Sprint south after you land to escape the rolling pin as it returns.

Descend a small flight of stairs and smash the pots in the room's southwest corner to discover a floor switch. Step on the switch to make a small key fall onto a narrow beam that sticks out from the east wall. You can reach the key from the top of the steps if you use the Rented Boomerang or the Rented Hookshot. If you have neither, take the southeast door to visit Room 8.

Room 8: Fan Chamber B

Make a quick trip through this room, slaying a number of Popos and Keese as you circle around the large, inactive floor fan. Go up the steps and through the west door to return to Room 7.

Room 7 (Revisited)

You emerge on a high eastern ledge, right near the beam with the small key. Merge into the east wall and move to the beam, then carefully collect the key.

A strong gust produced by a north fan prevents you from exploring any more of Room 7, so backtrack into Room 8 and take the southern door to reach Room 9.

Room 9: Outdoor Balcony

Link emerges on a high outdoor balcony. Take in the fresh air, then grab and pull the nearby lever out from the wall to make some flames flare up from the nearby floor. Well, that's odd! Use your Tornado Rod to put out the flames so you may reach the other lever.

Pull the other lever out from the wall, but beware: The flames return to your left once you do so, and the nearby Armos spring to life!

Pulling the lever also causes a big chest to appear nearby. Slay the Armos, then use the Tornado Rod to put out the flames again so you may reach the chest.

Open the chest to discover the Big Key, but watch out! More flames surround you when you lift the chest's lid, trapping you near the chest as the nearby Armos awaken. Defeat these sturdy statues as well, using the Tornado Rod to stun them and blow out the flames so you may escape captivity.

House of Gales Chest #6: Big Key

Room 7 (Third Visit)

Pocket the Big Key, then backtrack through Room 8 to return to Room 7. Use the small key you collected from the narrow beam here to open Room 7's south door, and head through to return to Room 9.

Room 9 (Revisited)

Room 7's south door takes you to Room 9's high central platform. There's nothing of interest up here, so drop off its west side and pull the lever below the platform—but look out! A trio of Popos pops up from the ground near Link—blow them all away with the Tornado Rod, then slice up any stragglers.

Pull two more levers on this ledge, again dispatching the Popos that pop up from the floor. After all three levers have been pulled, a small overhead platform starts moving back and fourth. (Ignore the ring of fire to the west for now.)

Stand beneath the moving platform, then use the Tornado Rod to fly up as it approaches. Time it right and you'll land on the moving platform. Allow it to shuttle you to the west platform, within reach of another lever and a locked door.

Pull the lever near the locked door and then slay the Popos that pop up in ambush. Merge into the north wall afterward and go west, around the corner, to discover a hidden balcony with a floor switch. Step on this switch to make a small key appear in the midst of the ring of fire back on the west ledge.

Merge and backtrack around the wall. Drop to the west ledge and use the Tornado Rod to put out the flames near the small key you've just revealed.

Collect the key, then use the Tornado Rod to boost Link onto the moving platform again. Now use your small key to open the northwest door and enter Room 10.

Room 10: Heedle Den

Beware: Link becomes sealed in this small chamber, forced to battle a pair of red-hot Heedles. Use the Tornado Rod to cool these fiery beasts, then attack them with the sword or other weaponry. Merge into the walls to escape the Heedles as needed.

Heedle

Damage:1/2 Heart

Heedles are large monsters whose tough hides burn with red-hot magma. Heedles also leave a trail of flame behind them wherever they go, making them dangerous enemies to pursue. Use the Tornado Rod to cool off Heedles, then strike quickly before they reignite. It takes plenty of hits to bring down these fiery foes.

The room unseals after the Heedles have been handled, and a portal appears. Step into the portal to warp back to the dungeon's entrance, then step outside and save your game at the weather vane. Head back into the dungeon and use the portal to warp back to Room 10, then proceed east into Room 7.

Room 7 (Fourth Visit)

Make a quick trip through this room, looping around, heading downstairs, and taking the northwest door to reach Room 11.

Room 11: Floor Switches Galore

Navigating this puzzling room requires stepping on the floor switches in the proper sequence. If you make any mistakes, exit the room and reenter to reset everything.

The first ledge (south) features two floor switches. Ignore the first one and step on the floor switch farther to the west. This activates a fan that blows you northward, onto the central ledge.

The central ledge also sports two floor switches. Step on the north switch to be blown over to the north ledge.

Now step on the north ledge's north switch to reach the northeast ledge. Ignore the lone floor switch here (it blows you back to the starting ledge) and pass through the northeast door to return to Room 7 once more.

Room 7 (Fifth Visit)

At last, you can explore Room 7's northern end. Loop around the walkway to reach a floor switch on the room's east side. Step on this switch to shut off the fans below. Now you can freely explore Room 7 without having to loop through the adjoining rooms anymore.

Drop to the small ledge that's just south of the floor switch, then merge into the north wall. Move west, passing by the fans you've just deactivated, and pop out near the central steps. Go up the steps, turn east, and take the northeast door to reach Room 8's northern end.

Room 8 (Revisited)

You're almost done here! Go north and drop to the lower ledge, where a floor switch is being guarded by a formidable Eyegore. Slay the Eyegore and then step on the floor switch to start an overhead platform moving.

Eyegore

Damage:1/2 Heart

These big, ugly, armored enemies remain in a restful state until a threat draws near. Then an Eyegore opens its single, freaky eye and begins to pursue the invader. Eyegores are immune to damage while resting but become vulnerable when their eye opens. Punish these silent sentries while you have the chance!

After activating the moving platform, merge into the east wall and go south. Exit when you reach solid ground, then go up the west stairs and return to Room 7. Loop around to the north to return to Room 8, back where you started before you battled the Eyegore.

This time, merge into the north wall and move east to reach the moving platform you've just activated. Pop out when the platform is beneath you, then ride over to the central switch.

Activate the switch to fire up Room 8's giant floor fan. It's time to be moving on!

Return to the moving platform and ride south. Step off the platform and leap into the giant floor fan's updraft to soar up to the dungeon's third and final floor.

Room 12: Fans and Popos

Two powerful fans have you trapped in the center of this room. When you smash the nearby pots, a large ring of Popos pops up from the ground around you! Whip out Link's sword and slay them all without mercy.

To advance, merge into the east wall and then travel south, slipping past the southern draft. Head through the southwest door to reach Room 13.

Room 13: Eyegore Alley

Link becomes trapped in this room, forced to battle another mighty Eyegore. Slay this fearsome foe, then light the room's two braziers to unseal the east and west doors. The north door is locked, so proceed west into Room 14.

Room 14: Fire Bubble Frenzy

Again, Link is trapped inside this long room, the center of which is filled with Fire Bubbles. Drop from the south ledge and use the Tornado Rod to blow out the Fire Bubbles' flames, possibly knocking some of them into the central pit. If you take damage during the fight, find some painted hearts by merging into the walls.

Wipe out all of the Fire Bubbles to unseal the room and reveal a chest back on the south ledge. You can't reach the chest, so take the northeast door to reach Room 15.

Room 15: Big Door Chamber

The big door stands at the north end of this room, but it's too high to reach. Merge around the south wall instead to reach the room's east side, then go through the east door to reach the north end of Room 12.

Room 12 (Revisited)

Dispatch the Rats on this side of Room 12, then crack open the chest you noticed on when you first flew up to this floor. The chest contains a small key.

House of Gales Chest #7: Small Key

Room 14 (Revisited)

With the small key in hand, go south, again merging around the east wall to slip past the southern fan's powerful gale. Head through the southwest door to return to Room 13, but don't unlock the north door just yet. Instead, proceed west into Room 14 again and open the chest you revealed by slaying all of the Fire Bubbles before.

House of Gales Chest #8: Purple Rupee

Room 13 (Revisited)

With your Purple Rupee pocketed, return to Room 13 and use the small key you found in Room 12 to open the north door. Head through to revisit Room 15.

Room 15 (Revisited)

You emerge on a high southern ledge, with two small moving platforms ahead of you. Step onto the southern platform when it moves close, then ride north. When the platforms change direction and begin moving south again, use the Tornado Rod to boost Link up and onto the northern platform.

Beware of the red Bari ahead—quickly defeat it with the bow or Fire Rod, or stun it with the boomerang or Ice Rod. Once the Bari is out of your hair, use the Big Key you found back in Room 9 to open the big door, and head through to challenge the House of Gales' master.

Boss Battle: Margomill

Margomill is a giant eyeball that moves around on a circular, wind-propelled contraption. It pursues Link around the boss chamber, bouncing off the walls in a hazardous fashion. Link loses a heart if Margomill bumps into him, and may be knocked into the narrow pit that surrounds the arena for added damage.

You need to get up close and personal with that big ol' eyeball. Wave the Tornado Rod as Margomill approaches, and Link will soar up onto the contraption.

Once you've landed near Margomill's eyeball, start slashing away with Link's trusty sword. Land as many hits as you can before the eyeball retracts into the contraption.

Each time the eyeball retracts, Link is knocked to the floor, and the contraption grows taller. You must now cut Margomill down to size to expose the eyeball again. Fire the bow at the boss from afar.

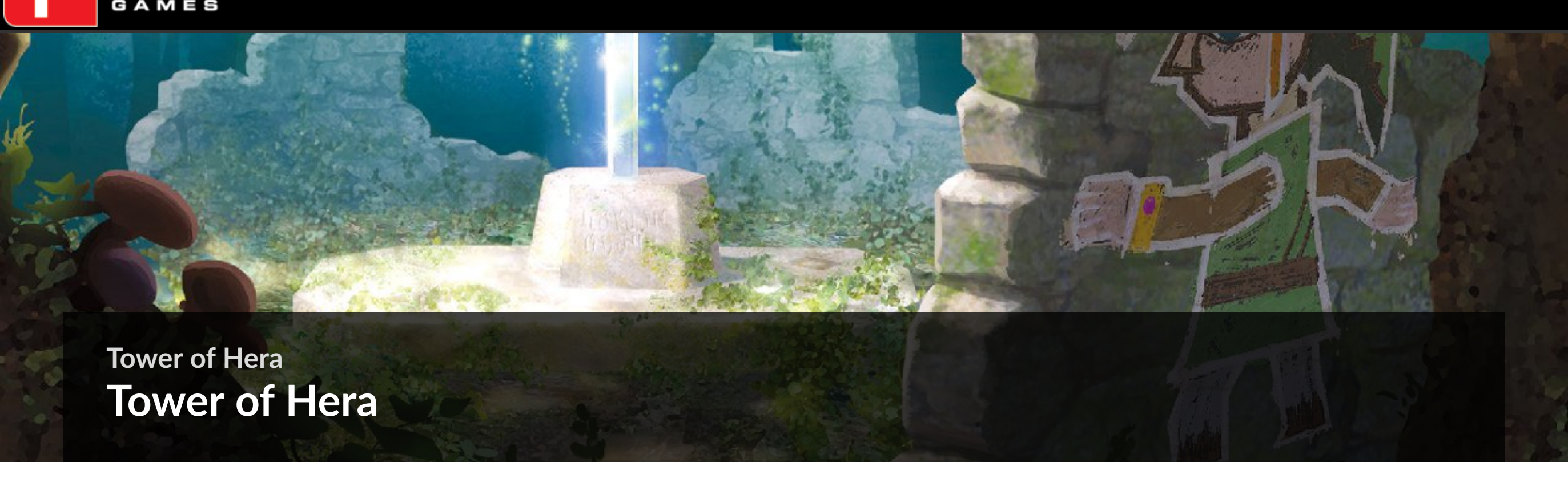
After you've knocked Margomill's contraption down to size, the eyeball pops back out. Again, use the Tornado Rod to land atop Margomill, then start hacking away at its eye.

Margomill gains speed each time the eyeball retracts, and the contraption grows taller and taller. Stay the course and continue to chop the contraption down to size with your bow. Don't relent until you've given this boss a serious black eye!

Collect the heart container that Margomill so kindly leaves behind, then claim the Pendant of Wisdom that appears afterward. Well done! Now on to the Tower of Hera!

Pendant of Wisdom

A pendant you found at the House of Gales, needed for claiming the Master Sword.



Tower of Hera

Tower of Hera

No Room Numbers

Because the Tower of Hera features 13 floors with only one room per floor, no room numbers are used during this walkthrough.

Entering the Dungeon

The Tower of Hera lies atop Death Mountain, and with thirteen floors to explore, it certainly lives up to its name. To reach the Tower of Hera, you must obtain the Power Glove from Rosso (p. 85), the miner who lives just north of the Blacksmith. Go south from Rosso's afterward, searching for a nearby cave that's blocked by small rocks. Use the Power Glove to lift and toss the small rocks aside, then enter the cave and begin your ascent up Death Mountain.

When at last you arrive at the Tower of Hera, use the hammer to pound down the pegs out front. Save your game at the weather vane, then head into the tower.

Tower of Hera 1F

Unlike the House of Gales, the Tower of Hera's first room has a whole lot going on. Begin by using the hammer to pound down the small red buttons near the entry. Quickly move past these little buttons before they pop back up.

There's a blue crystal just beyond the buttons. Strike this crystal with Link's sword to change its color to red. This causes all of the blue blocks in the room to lower, and all of the red blocks to rise.

Move past the lowered blue blocks to reach a red crystal. Strike this one to change its color to blue. All of the room's blue blocks rise back up, and all of the red blocks lower once more. Neat!

Use the hammer to help you defeat the Terrorpins that roam up north. Pound down the northwest buttons with the hammer afterward, then move onto the flattened buttons. When the buttons pop back up, you'll be launched up onto the northwest ledge.

Terrorpin

Damage:1/2 Heart

These evil turtles stalk Link while remaining hidden in the safety of their thick, hard shells. Terrorpins are tough nuts to crack while hiding in their shells, so use the hammer to flip them onto their backs! Now they're easy prey for Link's blade.

Outdoor Loot

After bounding up to the northwest ledge, merge into the north wall and go east, slipping through a window to reach a small outdoor ledge.

Hey, there's a chest out here! Lift its lid to score a Purple Rupee.

Tower Of Hera Chest #1: Purple Rupee

Return to the northwest ledge, and this time, merge into the west wall and make a long counterclockwise journey around the room. Keep going until you reach the room's southeast ledge, where you discover more buttons.

Use the southeast ledge's buttons to bound up to the higher ledge above. This ledge sports a much bigger button, similar to the ones you saw inside Death Mountain's cavernous volcano on the way to Rosso's ore mine. Hammer down this big button and then step on it, and you'll be sent flying up to the second floor. (Don't worry, you'll come back for Room 1's central chest soon!)

Tower of Hera 2F

Beware the Hardhat Beetles that patrol this floor—they bump Link backward each time he strikes them with his sword, potentially knocking him back down to the first floor! The northern bumper will also send Link flying if he touches it. Move Link close to a wall if you feel like combating the Hardhat Beetles.

Hardhat Beetle

Damage:1/2 Heart

Few enemies are better at bouncing Link around than Hardhat Beetles. Though Link can harm these hard-shelled foes with his sword, each strike sends him flying backward, potentially landing him in a hazardous position. Try stunning Hardhat Beetles with the hammer or Ice Rod so that you may move Link to a safe attack position (like putting his back to a wall) before striking.

Tower of Hera 1F (Revisited)

After busting up the Hardhat Beetles, drop through the hole in the middle of the second floor. Link lands on the first floor's central platform, right next to a chest. Crack it open to claim the Tower of Hera's compass.

Tower Of Hera Chest #2: Compass

Tower of Hera 2F (Revisited)

That about wraps up these first two floors. With the compass in hand, hammer the nearby button to fly back up to the second floor, then use the second floor's west button to bound up to the third floor.

Tower of Hera 3F

Up on the third floor, merge into the blue blocks and slide around them to reach a blue crystal. Whack the crystal to lower the blue blocks and raise the red ones, just as you did back on the first floor. Just beware the Mini-Moldorms that roam beyond the blue blocks!

Move past the blue blocks, then activate a red crystal to lower the red blocks ahead. Stand atop the lowered red blocks afterward and strike the same crystal, which has now turned blue, to change it back to red and raise the red blocks that you're standing on.

When the red blocks rise, they lift Link along with them. Stroll onto the central platform and claim the small key.

Outdoor Excursion

Use the small key to open the east door, then head through to reach a small outdoor ledge. Wait for a platform to drift past, then step aboard.

Relax and enjoy the ride as the platform takes you around the tower. When the platform slides under a wall, merge into the wall and slip around it, popping out to land on the platform as it emerges from the other side.

Keep going until the platform ferries you to a small ledge on the tower's west side. Step off and collect a couple of hearts, then merge into the tower and go south to reach an elevator block.

Move from the tower wall onto the elevator block, then ride up to the fourth floor. Exit onto a small ledge and pass through a door to return to the tower's interior.

Tower of Hera 4F

The tower's fourth floor is defended by Stalfoses and Mini-Moldorms. Dispatch the Stalfoses first, then smack the blue crystal to lower the blue blocks and battle the Mini-Moldorms.

After clearing the room of enemies, hammer the big button and soar up to the fifth floor. You're getting there!

Tower of Hera 5F

After bounding up to this floor, you land near a red crystal. Strike it to lower the nearby red blocks to the east and raise the blue ones.

Stand on the lowered red blocks, then smack the same crystal again (which is now blue) to raise the red blocks and lower the blue ones. Link is hoisted upward by the red blocks; drop down to the east and loot the nearby chest.

Tower Of Hera Chest #3: Blue Rupee

After pocketing the chest's Blue Rupee, stand on the lowered blue blocks and strike the red crystal that's south of the chest. The blue blocks rise, elevating Link.

While standing atop the raised blue blocks, merge into the tower's wall and slip through the east window, exiting the tower once more.

More Moving Platforms

Hop onto another moving platform and ride it around the tower. You'll need to dodge spiked balls this time, so stay mobile on your platform. Merge and slip past any blocks that get in your way, just as you did before.

When you reach the tower's west side, merge over to a small ledge with a heart, and a larger ledge with some Rupees. Merge onto the elevator block when you're ready to travel up to the sixth floor.

Tower of Hera 6F

Before reentering the tower, go north and merge into the tower's outer wall once more. Wrap around to the north wall, and you can drop down to a lower ledge back on the fifth floor, where a cluster of Blue Rupees is hidden.

Fill your pockets with Blue Rupees, then hammer the nearby button to boost back up to the sixth floor. Merge into the tower again and backtrack to the previous ledge, then enter the tower.

Red Stalfos Ambush

Link becomes sealed in the tower's sixth floor, faced with a mob of red Stalfoses. These nimble skeletons hurl bones at Link from range, making them more dangerous than regular Stalfoses. Dodge or block their bones with the shield, and use Link's range of weaponry to defeat the red Stalfoses more easily, stunning them with the hammer or Ice Rod, or picking them off with the bow from range.

The room unseals after you've slain all of the red Stalfoses, and a portal appears. A nearby elevator also activates. Use the portal to warp back to the tower's entrance and save your progress, then return through the portal and ride the elevator up to the seventh floor.

Tower Of Hera Chest #4: Monster Guts

Tower of Hera 7F

The tower's seventh floor is crawling with Hardhat Beetles and Terrorpins. Use the hammer to help you stun and defeat these troublesome foes—but watch out! Link's hammer will smash right through the cracked floor tiles up here, potentially sending him tumbling down to the previous floor.

Of course, you actually *do* want Link to fall back down to the sixth floor—it's the only way to claim the contents of its chest, along with a small key. Begin by manipulating the seventh floor's colored crystals and blocks as needed to reach the northern cracked floor tiles.

Tower of Hera 6F (Revisited)

Hammer through the seventh floor's northeast tiles to reach the sixth floor's chest, and bash through the seventh floor's northwest tiles to land near the sixth floor's small key. Claim your loot and then hammer a button or ride the elevator back up to the seventh floor.

Tower of Hera 7F (Revisited)

Now that you've found a small key, use it to unlock the seventh floor's west door. Depending on the state of the seventh floor's... um, floor... you may wish to merge into and maneuver around the walls or colored blocks to get there.

Use the small key you found on the sixth floor to open the locked west door and reach an exterior ledge. Step onto the moving platform out here, and pound its button to soar way up high, past the eighth floor, and onto the ninth floor's small exterior ledge.

Tower of Hera 9F

Up on the ninth floor's tiny ledge, merge into the tower and travel east along its south wall. When you reach the edge of the south wall, don't wrap around to the tower's east side. Instead, exit from the wall to drop to a small ledge back on the seventh floor.

Tower of Hera 7F (Third Visit)

If you lined up your drop properly, you'll land on a small ledge down on the seventh floor, right near a chest. Crack it open to score a valuable Silver Rupee. (Use the maps as a reference to help you line up your fall and land safely near the chest.)

Tower Of Hera Chest #5: Silver Rupee

Merge into the tower after pocketing your Silver Rupee, and travel west, heading back for the moving platform with the big button. Hammer the button again to bound up to the ninth floor once more.

Tower of Hera 9F (Revisited)

Back up on the ninth floor, step onto another moving platform when it draws near. As you approach the overhead square opening, hammer the platform's button to boost up through the square opening and land near a doorway that leads back into the tower. (You're still on the ninth floor at this point.)

Link is sealed inside the tower's ninth floor, but there are no enemies within reach of his blade. Instead, the central floor tiles begin to rise, spin, and fly toward Link! Raise Link's shield to block these wild tiles, and just wait patiently until they've all shattered against Link's shield.

After all of the tiles have shattered, an elevator activates in the center of the room. Don't ride up the elevator just yet! Instead, wait for it to rise, then drop through the opening in the floor to visit the eight floor.

Tower of Hera 8F

What's this? You've discovered a secret Fairy Fountain! And there's a chest here, to boot. Fill your bottles with fairies, then open the chest to pluck out a Purple Rupee. When you've had enough refreshment, use the northeast warp tile to return to the ninth floor, then use the ninth floor's elevator to reach the tenth floor.

Tower Of Hera Chest #6: Purple Rupee

Tower of Hera 10F

Beware! This floor is crawling with Hardhat Beetles that threaten to send you flying, as do the numerous bumpers. If you're knocked off the central platform, you may wind up landing on the ninth floor's outer balcony, where dangerous Mini-Moldorms roam!

Avoid, stun, or defeat the Hardhat Beetles as you navigate the tenth floor, aiming to activate its four crystals, which lie to the north, south, east, and west. Try slipping around the bumpers in the hopes of luring the Hardhat Beetles into them, giving them a taste of their own medicine!

Once all four crystals have been activated, a platform lowers in the floor's northeast corner. Pound this platform's button and rocket up to the eleventh floor.

Tower of Hera 11F

You're almost there now! Move onto this floor's moving platform, and hammer the platform's east button to bound up to a high east ledge. Loot the ledge's chest to discover the Big Key.

Tower Of Hera Chest #7: Big Key

Pocket the Big Key, then merge into the east wall and go clockwise around the tower, collecting some painted Rupees on your way to the west ledge. Exit and use your newfound Big Key to open the big door over here.

Step through the big door and pound some buttons to launch up to the tower's twelfth floor. The final battle is at hand!

Tower of Hera 12F

There are hearts lying around the twelfth floor, but leave them be unless you need them—they may soon come in handy! Notice that the spiked balls here do not touch the gray sections of the floor (except for the center square)—this knowledge, too, may soon come in handy!

When you're ready to face off against the tower's boss, pound any of the twelfth floor's buttons and bound up to the boss arena.

Boss Battle: Moldorm

If you thought Mini-Moldorms were tough, just wait until you get a load of this beast! This oversized Moldorm roams the very top of the Tower of Hera, thrashing any intruders foolish enough to disturb it.

Moldorm has just one weak spot: the red orb at the end of its tail. You can stun Moldorm temporarily by pounding the hammer down when the boss is nearby, and this can help you land a quick hit on its weak spot. Note that Moldorm remains stunned for much longer if you manage to hammer its head.

Each time you strike Moldorm's weak spot, the creature coils up for a moment before starting its pursuit anew. Moldorm gets a little faster each time you strike it, and deals more damage. Moldorm steadily turns red as the battle wears on—a shade that reflects its rage.

Avoiding Moldorm is easy at first, but far more challenging as the boss nears defeat. Beware of being knocked off the battle platform, for you'll land back on the twelfth floor, right in the midst of all those spiked balls. If you fall, move to a gray section of floor for safety while you catch your breath, then grab some hearts before bounding back up to the boss.

Keep stunning and stabbing Moldorm until the great worm can take no more. Collect the heart container that Moldorm leaves behind, along with the Pendant of Power. Excellent work! The Master Sword is as good as yours.

Pendant of Power

A pendant you found at the Tower of Hera, needed for claiming the Master Sword.

The Master Sword

Hyrule Field

To the Lost Woods!

Having braved the dangers of both the House of Gales and the Tower of Hera, Link has managed to gather all three Pendants of Virtue. The Master Sword is now within our hero's grasp! The blade of evil's bane will not be easy to claim, however, for it resides deep within the Lost Woods.

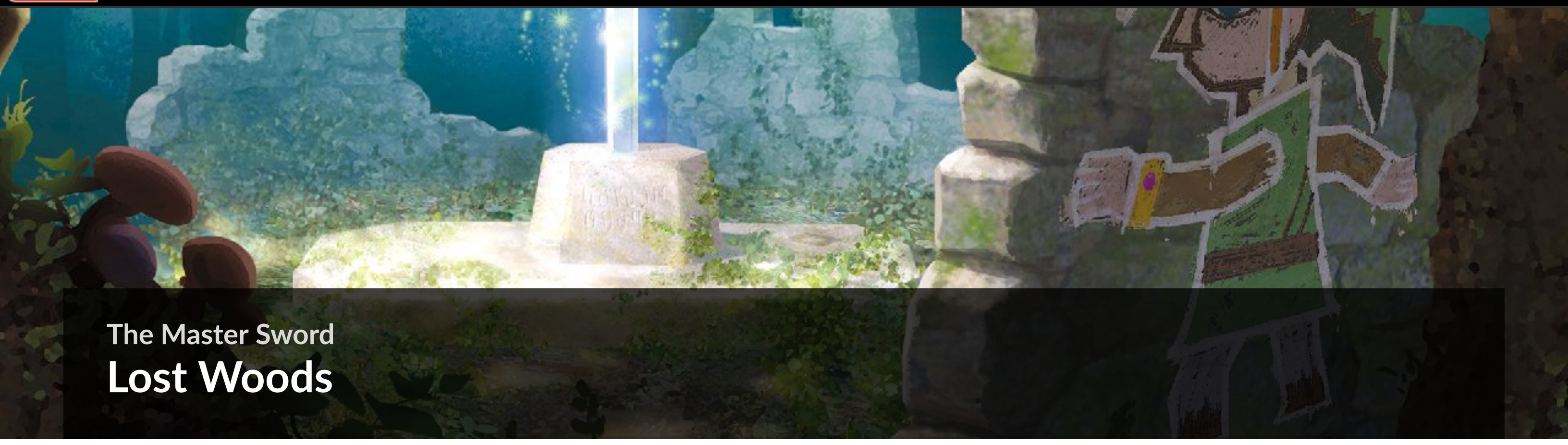
Ring your bell to summon Irene. The good witch doesn't arrive, however—she only sends her broomstick! How odd. Well, no matter, there's important work to be done. Allow Irene's broomstick to drop you off at Kakariko Village, then save and head north, into the Lost Woods' entry area.

Where's the Witch?

Have the broomstick fly you to the Witch's House, and speak with Irene's grandmother, the Witch, to learn that Irene has apparently gone missing. How troubling! And if you stop by the Blacksmith's, you'll find that Gulley is still gone. Head north from there to find that Rosso has also vanished, and visit Zora's Domain to learn that the Zora Queen, Oren, is also gone. What could have happened to all of Link's friends?!

You've explored this shaded forest many times before, but with all three Pendants of Virtue in hand, you can now explore the very heart of Lost Woods. Make your way to the entry area's northwest log, next to which stands a warning sign. OK, you've been warned!

Go through the log and then cut through some bushes to enter another log, which leads into the Lost Woods. Those who do not possess all three Pendants of Virtue will mysteriously emerge from the previous log, caught in an endless loop that makes it impossible for them to explore this sacred forest!



The Master Sword

Lost Woods

Follow Those Poes!

Link is met with a surprising sight as he enters the Lost Woods: a ring of mischievous Poes bid him welcome. One of the Poes calls out to Link, challenging him to follow him through the forest. The Poes then begin to circle and dance, shuffling their positions in the hopes of confusing our hero.

Keep your eye on the proper Poe, doing your best to keep track of it throughout the Poes' dance. When the Poes finally flee into the three surrounding logs, pursue your Poe into the next area. Entering any other log will send Link back to entry log, forcing him to try again.

Continue until you catch up to the Poes. This time, you must *avoid* following the two Poes that taunt you. This is more challenging, for you must keep your eye on both Poes, because they each flee into separate logs.

Catch up to the Poes again, and they'll test your wits one last time. Now you must keep track of *three* Poes at once! It helps to relax your eyes and stare softly at the screen while watching the Poes' hypnotic dance. The proper direction to take is somewhat tricky, for you must actually head south, back into the log you've just used.

The Blade of Evil's Bane

By outwitting the Poes for the third and final time, Link can at last reach the very heart of the Lost Woods. Proceed north to discover a quiet shrine where the Master Sword resides. At last, you've found it!

The three Pendants of Virtue begin to shine, then infuse the blade with their righteous might. Grasp the hilt afterward and pull the Master Sword free from its pedestal!

Master Sword

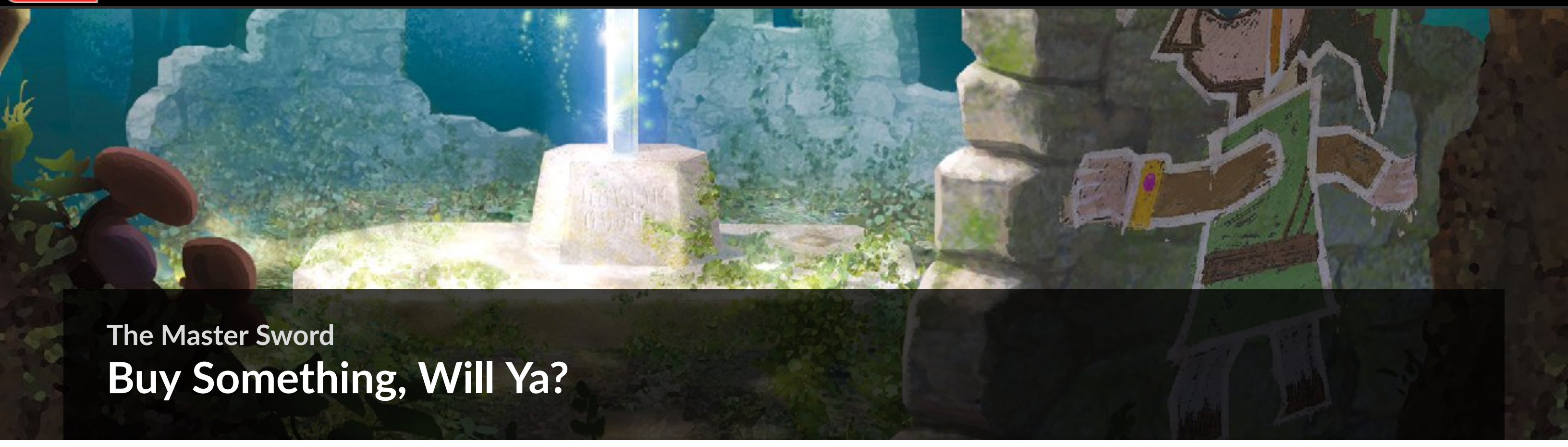
A sword befitting a hero. If you have maximum hearts, it will shoot a beam.

Masterful Damage

The Master Sword is twice as powerful as the forgotten sword, helping Link cut down his foes with less effort. The blade is also a bit longer, and it fires out a beam of pure energy as a special ranged attack whenever Link's life gauge is full. The beam only does half-damage (the same damage as the forgotten sword), but it makes the Master Sword a more versatile weapon.

Upon claiming the Master Sword, Link receives a message from Sahasrahla. The wise man informs Link that the Master Sword has the power to banish the barrier that surrounds Hyrule Castle, and urges the young hero to make haste to the castle before it's too late.

Ring your bell to summon Irene's broomstick, then fly to Link's House. Save at the weather vane, then head into Link's House to speak with Ravio—the castle can wait!



Buy Something, Will Ya?

Buy Something, Will Ya?

Ravio has good news for you: he's now letting you purchase his items, rather than only renting them. Nice! Buying Ravio's items is costly, but it ensures that you'll never lose them, even if Link falls in battle. There's another good reason to buy items from Ravio, too, and it involves all of those little Maiamais you've been rescuing... but we'll get to that in a moment!

To entice you to make a purchase, Ravio offers a half-price discount on the very first item you buy. Some items are more expensive than others, and you'll save the most Rupees by making either the Fire Rod or Ice Rod your first purchase. We recommend buying the Ice Rod, as its ability to freeze powerful enemies comes in quite handy.

What you do with the rest of your Rupees is entirely up to you, but there's really nothing better to spend them on than Ravio's items. You likely won't be able to buy them all right now, so just purchase the ones you find most useful. The bombs, bow, hammer, Hookshot, and Tornado Rod are all great choices due to their ability to help Link uncover secrets as he explores.

In a Rush for Rupees?

If you've followed this walkthrough faithfully, then you've already discovered most of Hyrule's many Rupee caches. To pad Link's pockets with even more Rupees, play the Rupee Rush minigame south of Kakariko Village. Use your own timer to keep track of your time during each game, and try to finish with less than three seconds left on the clock to score a big bonus at the end. You'll have enough Rupees to buy out Ravio in no time!

The music can help you gauge how much time is left on the timer. The starting music will play for just under 10 seconds, followed by a second melody for about 10 seconds, and then the two melodies will begin again. Just as the second melody is beginning to repeat, there is one second left on the clock.

Bombs

Use these with caution! You'll get hurt if you're caught in the blast! Cost: 800 Rupees.

Boomerang

Returns when you throw it. It can also hit switches and stun enemies on the way! Cost: 800 Rupees.

Bow

Arrows fly straight to take down enemies! You can also move while aiming! Cost: 800 Rupees.

Fire Rod

Handle with care! Attack enemies with a burst of flame! Cost: 1,200 Rupees.

Hammer

Bang down any pegs that block your way! Enemies too—wham! Cost: 800 Rupees.

Hookshot

Hooks onto anything made of wood. Can help you travel across treacherous gaps. Cost: 800 Rupees.

Ice Rod

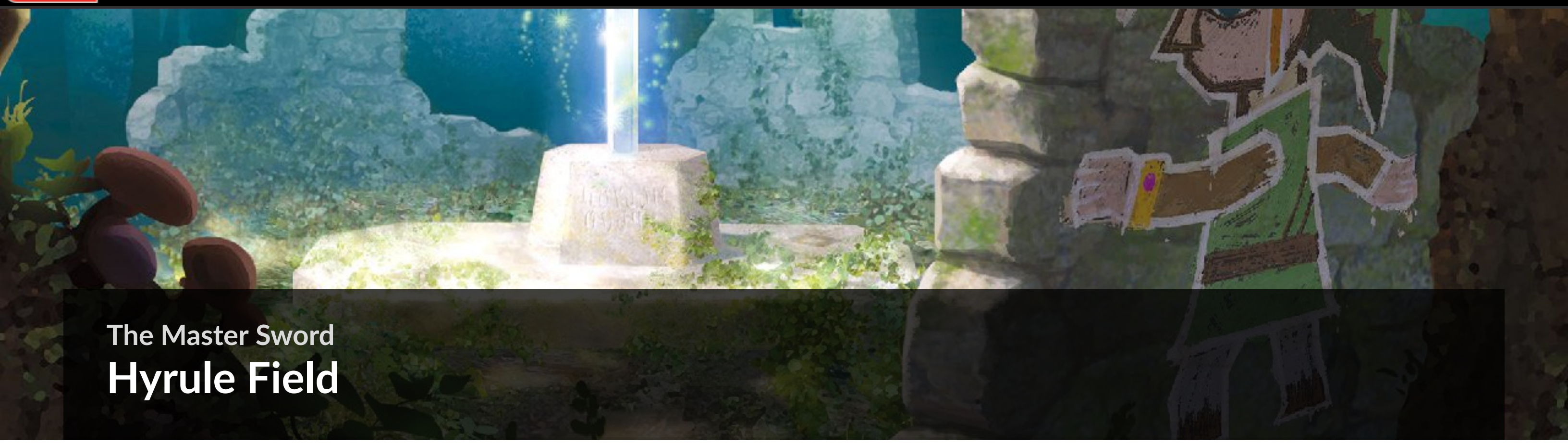
If you wave it, you can freeze all sorts of things. Cost: 1,200 Rupees.

Tornado Rod

Fly up and hover in the air! Also gives nearby foes a whirl! Cost: 800 Rupees.

Quick Equip

Now that you've bought all of these awesome items, it helps to have a quick way of equipping them. That's where Quick Equip comes in! Ravio happily tells you all about this new feature. By tapping the items you've set to and on the Touch Screen, you can now bring up the Quick Equip menu. Simply scroll through your items and equip the one you want, just like that. Once you get the hang of it, you'll find that Quick Equip is faster than delving into the Items menu each time you want to swap out your tools. Beware, though: The in-game action doesn't pause while you're using Quick Equip!



The Master Sword

Hyrule Field

Mother Maiamai's Magic

Hyrule Castle beckons, but visit one last place before you go there. Assuming you've bought some items from Ravio (not rented, but *bought*), go east from Link's House, heading for Mother Maiamai's cave. (It's just north of Lake Hylia, remember?)

If you've been following this walkthrough carefully, then you've already found almost half of Mother Maiamai's 100 lost offspring—41 Maiamais, to be exact! Return to Mother Maiamai to drop off her tykes, and she'll offer to upgrade any of the items you've purchased from Ravio, enhancing them to make them even more powerful.

Mother Maiamai's magic only works on items that you've purchased—she can't use her magic on rented goods. She'll upgrade any one of Ravio's items for every 10 Maiamais you return to her. You've found 41 lost Maiamais so far, so you can upgrade four items. We recommend upgrading the magical rods first, especially the Ice Rod and Tornado Rod, which are great at stunning enemies. The bow, bombs, and hammer are also fantastic upgrades—the bow is especially cool, firing three arrows in a spread instead of just one!

Nice Bombs

Caution! Twice as big for twice the oomph! Set 'em and RUN!

Nice Boomerang

You can now throw three at once! Speed and flying distance are also improved.

Nice Bow

Don't worry if your aim is a little bit off. You can fire three arrows at once now!

Nice Fire Rod

Caution! You're wielding bigger fire now!

Nice Hammer

Shockwave range and attack power are now doubled!

Nice Hookshot

The Hookshot got mightier. Its attack speed is faster and it KO's foe for longer!

Nice Ice Rod

Freeze lots of things in a wide area with four icicles!

Nice Tornado Rod

Use a powered-up tornado to snare your enemies in one fell swoop.

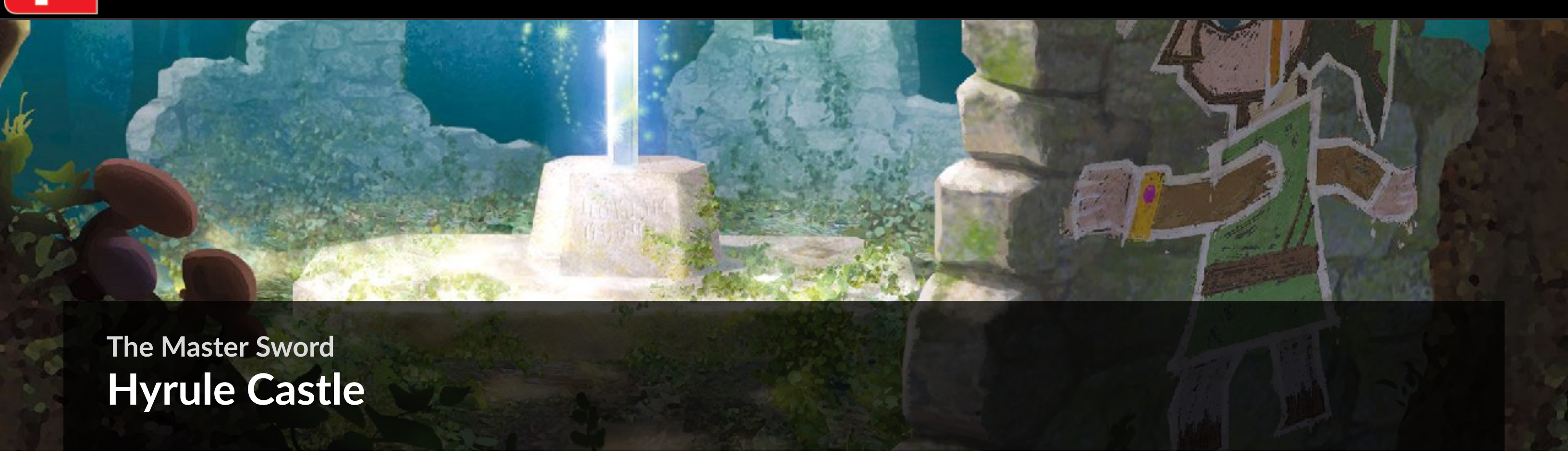
To the Castle!

All right, hero, the time has come to take up the sword once more. Save your progress at Link's House, then head north for Hyrule Castle. Sahasrahla greets you near the castle's gate, urging you to make haste and banish the wicked barrier that surrounds the castle with the Master Sword.

Approach the castle's gate (don't get too close!) and strike it with the Master Sword. The legendary blade does its work, and the nefarious barrier is quickly undone.

Proceed north after destroying the evil barrier, heading for the castle's main door. Slay or avoid any enemy soldiers that get in your way—you'll find them far easier prey with the Master Sword and upgraded weapons at your disposal. Once you're inside the castle, go upstairs and take either the east or west door, heading for the ramparts.

As soon as you step outside, go either east or west, heading for the ramparts' central door. This door was sealed and guarded before, but now it's wide open. Head inside to begin your search for Princess Zelda.



The Master Sword

Hyrule Castle

No Room Numbers

Though Hyrule Castle's floors feature multiple rooms, each floor is quite small, so this walkthrough does not use any room numbers.

No Treasure Chests

There are no treasure chests to discover inside Hyrule Castle, and no compass or keys to seek out.

Hyrule Castle 2F

You begin on the castle's second floor. Steel yourself and then head north from the quiet entry room. Link becomes sealed in the next room, trapped in tight quarters with a dangerous Ball and Chain Soldier. Only by slaying this powerful enemy will Link be allowed to progress. Merge into the walls to escape the soldier as needed—helpful hearts are painted on the south wall.

Ball and Chain Soldier

Damage:1 Heart

These mighty knights slowly stalk Link while swinging a massive ball and chain overhead. Keeping away from their ball and chain is vital—stay back and inflict damage with the bow or Fire Rod, or stun the soldier with items such as the boomerang, Hookshot, or Ice Rod before moving in for swordplay. Keep Ball and Chain Soldiers stunned throughout the battle if you can.

The room unseals after the Ball and Chain Soldier falls. Go west to reach a stairwell that leads up to the next floor. Cut through a few soldiers on your way upstairs.

Hyrule Castle 3F

Many more enemy soldiers guard this snaking hall. Slay all of the soldiers in the first passage, being careful to avoid the spears hurled by the Throwing Spear Soldier on the east balcony.

After reaching the top of the stairs, merge into the north wall and go east to reach the Throwing Spear soldier. The southwest door opens after all soldiers have been slain.

Link becomes trapped in the next passage as he heads for the exit door. The hall's Armos statues then spring to life and attack! Slay all of the Armos to unseal the room, then go south to reach an elegant balcony.

There are no enemies to worry about on the balcony. Merge into the north wall to claim some hearts and Rupees before scaling the west stairs to reach the fourth floor.

Hyrule Castle 4F

Link arrives just in time to watch helplessly as Yuga works his vile magic on Princess Zelda. Just as he did to Seres and Osfala, Yuga effortlessly transforms Zelda into a painting. That monster!

Yuga is surprised to see Link alive and well—he'd thought our hero would never escape his fate back at the Eastern Palace. Having no time for games, Yuga quickly flees higher into the castle, summoning a mob of soldiers to deal with Link.

Quickly move to one side of the room as the soldiers descend the stairs. Keep back and fire ranged attacks at them to easily defeat them all from a safe distance. Go upstairs afterward and pursue Yuga to the next floor.

Hyrule Castle 5F

Beware the Bomb Soldiers on this floor—they hurl powerful explosives at you from the safety of the east and west ledges. Hurry through if you're in a rush, or try defeating the Bomb Soldiers with the bow or Fire Rod if you're feeling aggressive. Use the boomerang or Hookshot to snatch up any loot the Bomb Soldiers drop.

Go outside to reach an outdoor balcony. Search beneath the stairs to find some painted hearts on the wall, then enter the lower door to return to the main chamber.

Back in the main chamber, either defeat the west Bomb Soldier or simply sprint past him, heading for the stairs that lead up to the next floor.

Hyrule Castle 6F

The castle's sixth floor is similar to the last, except that Bow Soldiers stand on the ledges up here. Again, you may either defeat these foes with ranged attacks, or simply hurry east to reach another outdoor balcony.

Claim more painted hearts and Rupees from the balcony's wall as you loop around, returning to the interior chamber. Take the northwest stairs up to the seventh floor.

Hyrule Castle 7F

Score more painted hearts and Rupees by merging along this floor's north and south walls. The southern goodies are higher, so start your merge from the landings near the south doors. Go through either door afterward to reach a large outdoor balcony.

The view from up here is truly breathtaking, but you don't have time for sightseeing. Go upstairs to reach the castle's last floor, where the villain Yuga awaits.

Boss Battle: Yuga (Round 2)

Link catches up with Yuga on the castle's eighth floor. The foul mage is admiring his latest handiwork on Princess Zelda and takes little notice of Link at first. Soon enough, however, Yuga rounds on our hero, and an epic battle begins!

During this second clash with Yuga, the cruel mage merges into the walls, splitting into three identical paintings that slide around the room. When the three Yugas at last emerge, they each cast a familiar spell, summoning Short Sword Soldiers, powerful electrical blasts, or tongues of flame that lash out from the walls.

Each time the Yugas emerge from the wall, hurry and attack one of them. Two of the Yugas are decoys, but you can recognize the real Yuga by the colorful flame at the tip of his staff. Only the Master Sword can harm Yuga this time around—you must get close and strike the vile sorcerer with Link's sacred blade.

If you guess wrong or attack Yuga with any weapon other than the Master Sword, the Yuga that you strike will turn into a Short Sword Soldier, and the other Yugas will cast their spells before fleeing back into the walls. Like the last battle against Yuga, the Short Sword Soldiers are your only source of hearts during the fight—so take full advantage!

Avoiding Yuga's spells is easy—just merge into a wall. Keep trying to slice the maniacal mage with the Master Sword each time he pops out, and once you've found him, try to track of his movements around the walls from that point forward. Don't relent until the vicious villain is forced to admit defeat!

Into the Shadows

Having suffered enough of the Master Sword's wrath, the vile wizard Yuga collects his portrait of Princess Zelda and flees deeper into the castle. You can't let him get away!

Pursue Yuga across a balcony and into a quiet study. There's nowhere else to run, but Yuga's not here! How could that wicked trickster have escaped?!

Notice the northern tapestry—it's billowing softly, as if a gentle breeze is behind it. Slice through the tapestry with a swing of Link's sword to discover Yuga's means of escape: a shadowy fissure on the study's north wall!

There's nothing else for it—Princess Zelda is in danger! Take a deep breath, then merge into the wall and slip into the fissure.

In a Mirror, Darkly

After traveling through a disorienting passage, Link emerges from the fissure into the same study where he began—or is it? The room has been ransacked, and it's now storming outside. Just what is going on here?!

Leave the study through the east door, returning to the balcony. Keep going east until you can enter a northern tower.

The Demon King Comes

Link barges into the tower just in time to catch Yuga. The villain is surrounded by magical energy—along with the portraits of the Seven Sages he's kidnapped from Hyrule!

It can't be! Yuga has already succeeded in capturing all Seven Sages, and in so doing, has summoned unspeakable power. With a flash of energy and a word of command, the wicked wizard calls forth none other than Hyrule's greatest adversary: the terrible Demon King, Ganon!

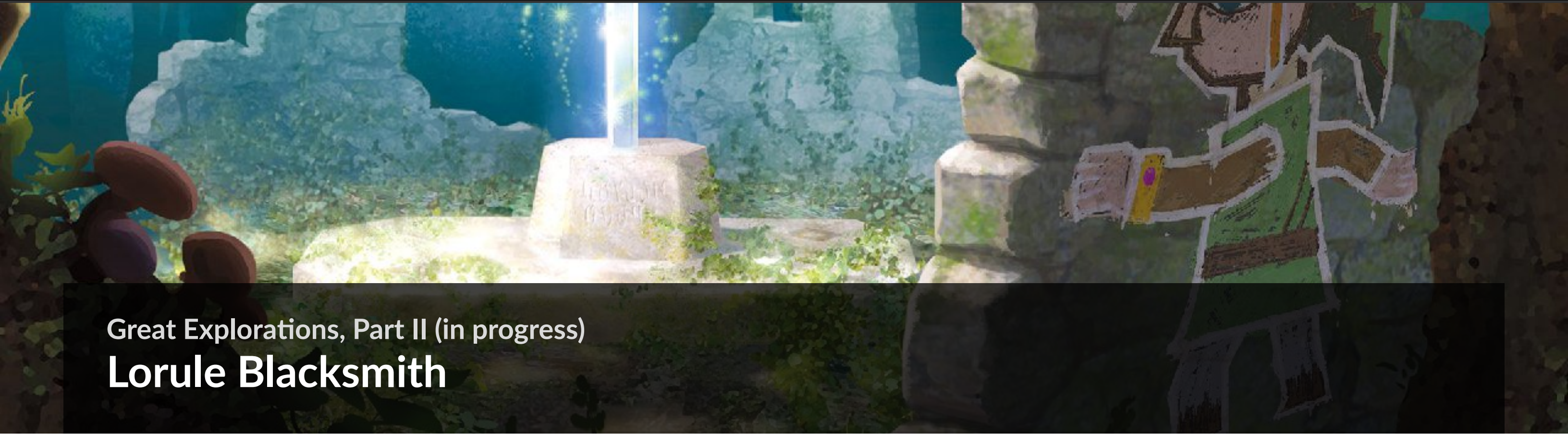
Though he's been sealed away for countless ages, Ganon still possesses the Triforce of Power. The massive monster stomps toward Link, whose fate now seems sealed.

But wait! A blinding flash fills the room, and a dark-haired maiden suddenly appears before Link. Using some sort of mysterious power, the woman holds the mighty Ganon at bay, trapping him with some sort of restrictive magic!

Though Ganon is mere inches away, the woman calmly turns to Link and introduces herself. Her name is Princess Hilda, ruler of the land of Lorule. Regretfully, Princess Hilda confesses to Link that she has failed him in every way. The dark princess then uses the last of her power to whisk Link away from Ganon's grasp.

A Moment of Safety

As Link is being transported away from Lorule Castle, Princess Hilda appears before him in the ether. She explains that Yuga has used the power of the Seven Sages to free Ganon, and has now merged with the Demon King, becoming a truly unspeakable fiend. Princess Hilda's magic is waning, and she cannot keep the monster trapped for long. She asks that Link do what she cannot: rescue the Seven Sages, and defeat the dreaded Demon King, Ganon, once and for all!



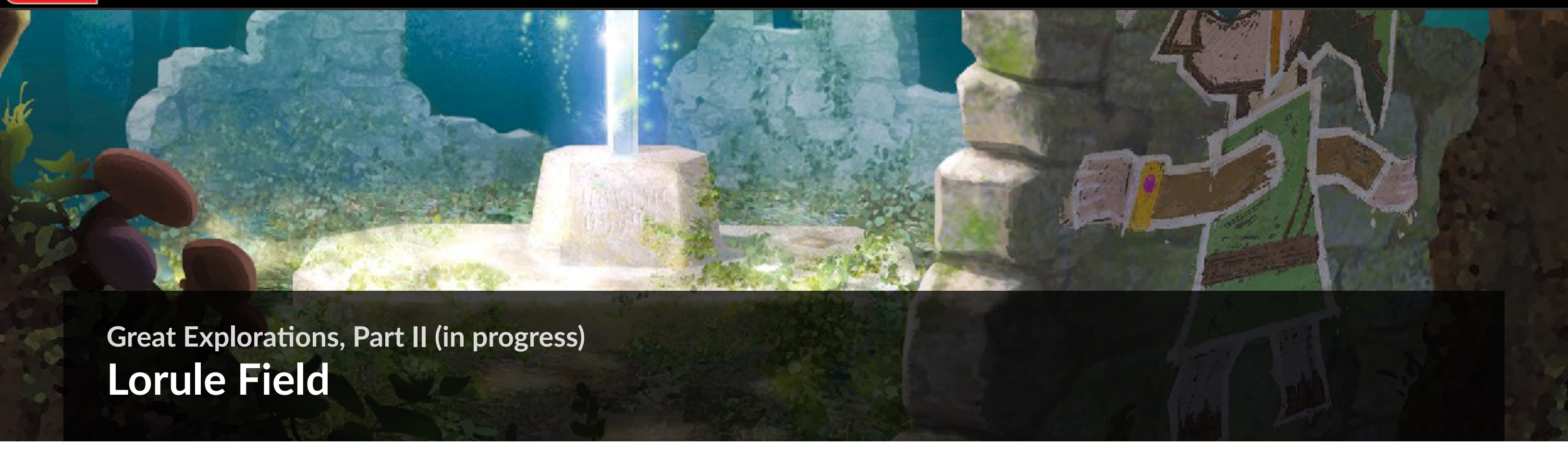
Great Explorations, Part II (in progress)

Lorule Blacksmith

Yet Another Rude Awakening

Link awakens to the sound of heavy hammering, and finds himself in familiar surroundings—or so he thinks! Though he appears to be back at his former place of work, the Blacksmith's, he is surprised when the Blacksmith's Wife begins to yell at him. That's so unlike her...

More troubling still is the fact that the Blacksmith's Wife has no knowledge of her lost son, Gulley. Just what is going on, here? You'd better head outside and see if you can find the Blacksmith!



Great Explorations, Part II (in progress)

Lorule Field

Welcome to Lorule

As Link exits the Blacksmith's, he finds that the world around him has changed dramatically. Gone are the vibrant colors of Hyrule, replaced with dark, shadowy tones. A solemn voice suddenly calls out to Link: it's Princess Hilda! She welcomes Link to her fallen kingdom of Lorule, and informs our hero that the Seven Sages have been locked away in seven dungeons across her land. She goes on to say that Link will need to find his way back to Hyrule in order to fully explore her kingdom, and warns him to beware of Lorule's unfriendly denizens.

The Blacksmith is sitting right outside his home, but he's a shadow of the pleasant man you remember. (OK, so maybe he never really was that pleasant.) He complains that no one seems to appreciate his skill and talent, but otherwise takes little notice of Link. What a strange character!

Lorule certainly is an unusual land, but it does share at least one thing in common with Hyrule: weather vanes! In fact, there's one right nearby, here at the Blacksmith. Go ahead and save your game—powerful enemies lurk nearby!

Meet the Monsters

After saving at the Blacksmith's weather vane, go south to encounter some of Lorule's more common foes: Ropas and Hinoxes. The Ropas are fairly easy prey, but the Hinoxes are far more dangerous. You could just avoid these dangerous creatures, but it helps to practice battling them here and now.

Ropa

Damage:1 Heart

Ropas are ugly monsters that hop around and pursue Link in many areas around Lorule. They are slow, but also quite tough, able to withstand multiple strikes from the Master Sword. Still, their lack of mobility ranks them among the easiest of Lorule's field fiends.

Hinox

Damage: 1 Heart (bombs)/2 Hearts (contact)

These monstrous cyclopses move with surprising speed and hurl volleys of bombs at Link from afar. The bombs explode when they strike Link or the ground, knocking a full heart off Link's life gauge. Hinoxes inflict even more damage if they manage to ram Link. Unless you need to explore an area thoroughly, it's best to avoid Hinoxes, because it takes 15 hits with the Master Sword to slay these burly brutes!

Maiamai Surprise

Have you heard the familiar coo of a Maiamai nearby? That's right, the little tykes are scattered across Lorule, too! Merge into the east side of the Blacksmith's Forge, then circle around the building to discover the Maiamai on its west side. Pop out to knock down the little fellow.

Save and then go north from the Blacksmith's to discover the tent of Lorule's Fortune-Teller. Beware the ravenous Like Likes and Snap Dragons that roam around here!

Like Like

Damage: Special

Though weak and easily slain, Like Likes are incredibly dangerous—for these insatiable foes enjoy nothing more than gobbling up Link's shield! Use ranged attacks to battle Like Likes from a safe distance, and whatever you do, don't allow them to grab you, or your shield may be lost as you struggle to break free. (You'll have to return to an item shop to buy another.)

Snap Dragon

Damage:2 Hearts

The giant mouths of these common Lorule foes are lined with razor-sharp teeth. It stands to reason that you shouldn't let a Snap Dragon get close enough to take a bite out of Link—each hit chews two hearts off his life gauge!

More Monster Parts

By now, you've likely noticed that Lorule's monsters drop new types of monster parts, including monster tails and monster horns. Like monster guts, these are both vital ingredients that the Witch of Hyrule can use to create powerful potions. Collect these ingredients whenever monsters leave them behind. (Hyrule enemies will begin to drop these now, too.)

Monster Tail

The Witch will make you some blue potion if you bring her 10 of these.

Monster Horn

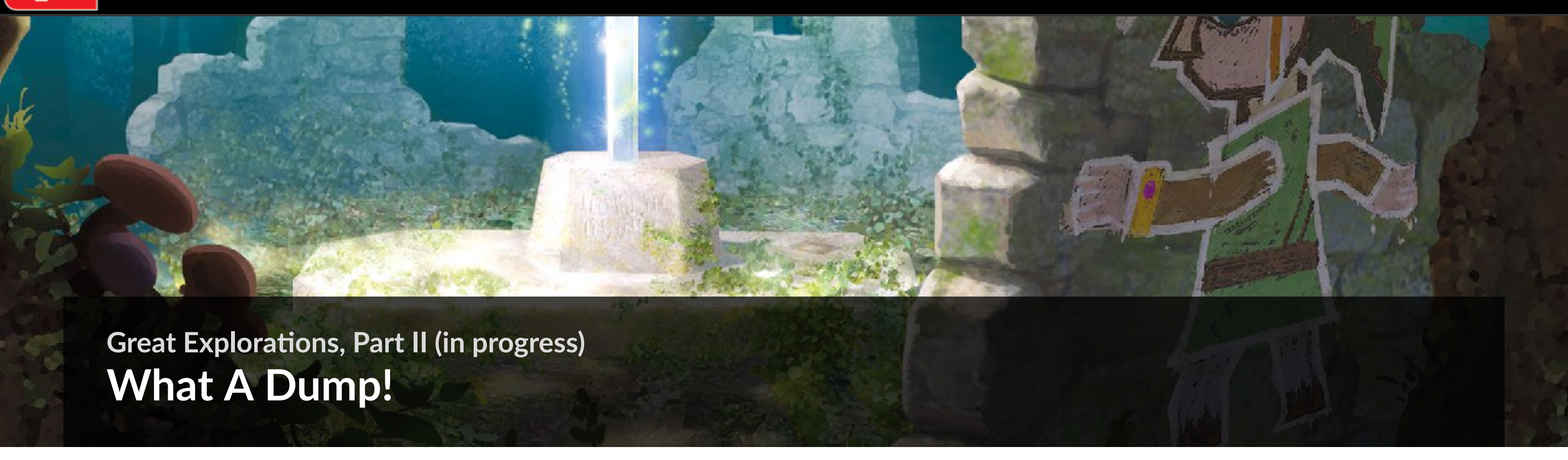
The Witch will make you some yellow potion if you bring her 10 of these.

Find Your Fortune

Lorule's Fortune-Teller is similar to the one you've met in Hyrule. For just 20 Rupees, the Fortune-Teller will advise you on how to advance. Because you have Seven Sages to rescue in Lorule, and therefore seven dungeons to explore, you can spend quite a lot of time (and Rupees) having your fortune told—but there's really no need to do so, because you're following this awesome walkthrough!

Let's Head to Town

Massive chasms prevent you from exploring any farther beyond the Fortune-Teller, so backtrack south to the Blacksmith and save at the weather vane. Kakariko Village should be to the west, right? Let's head there and see.



Great Explorations, Part II (in progress)

What A Dump!

What a Dump!

A village does indeed lie west of the Blacksmith, but it falls far short of the comfort and hospitality that Kakariko Village is renowned for. This place is called Thieves' Town, and it's not only rundown, but also overrun with monsters! Beware of the roaming Hyus and Moblins as you explore this troubled town.

Hyu

Damage:1 Heart

These wicked little ghosts float through the air, searching for lost souls to torment. Hyus can pass through solid objects like trees and buildings, making them tough to track. Never relax your guard when you see these devious specters about!

Moblin

Damage:1 Heart

Moblins are the foot soldiers of Yuga's army in Lorule. Like the enemy soldiers encountered in Hyrule, Moblins carry a variety of weapons: spears and shields, swords and shields, and even throwing spears. Combat Moblins just as you would enemy soldiers (ranged attacks are usually preferable). Use the Hookshot to snatch away their shields!

Thieves' Town Tour

You hear the cry of a Maiamai as you enter Thieve's Town. Dash into the first standalone tree you see as you enter, and you'll knock down the hidden tyke.

Lost Maiamai #43

Rupee Pen

Go west along Thieves' Town's south road, and you'll soon come to a cucco pen that's filled with sparkly Rupees. Merge through a small crack in the nearby building's back wall to reach this captivating currency.

Another Maiamai

Merge back through the crack and keep traveling westward along the south road. You'll soon come to ruined building with no roof. Merge into the building's interior wall and free a lost Maiamai that's gotten itself stuck here.

Lost Maiamai #44

The Weather Vane

Go north from the ruined building to find a weather vane—a few masked townsfolk have gathered nearby. One of them hints that there's some sort of secret hideout in this town. How interesting! Save your progress before continuing your explorations.

The Item Shop

The town's Item Shop stands just north of the weather vane. Here you may buy a bee for 88 Rupees, a golden bee for 9,999 Rupees, a fairy for 77 Rupees, and a shield for 50 Rupees. Go ahead and pick up a shield if the Like Likes got the better of you back near the Blacksmith—there's no shame in it!

Uninvited Guest

Go east from the Item Shop and look for another ruined building nearby. Look at that! The building has a dark fissure in its back wall, just like the one you discovered in the study back at Hyrule Castle. Let's see where this one leads!

Travel through the fissure, and you'll emerge from a similar fissure inside a Young Woman's home. What a trip! The Young Woman is shocked to see Link at first, but her mood quickly changes when she gets the chance to show off her new dress. She's so happy, in fact, that she gives you a piece of heart just for stopping by!

Piece of Heart #15

The woman goes on to say that her door will always be open to you. How nice! Head outside to find yourself in far more pleasant surroundings—you're back in Kakariko Village! Those shadowy fissures must serve as portals between worlds!

Just Visiting!

You now have a means of returning to Link's home world anytime you like, but there's still more to accomplish back in Thieves' Town. Feel free to restock your items here in Hyrule, or to buy or rent anything you might need from Ravio. When you're ready, travel back through the fissure in the Young Woman's house and return to Lorule.

What a Charmer

From now on, the Young Woman blows Link a kiss whenever he enters her house, restoring one of his hearts. Ain't love grand?

Red Rupee Reward

Remember the Woman who was being tortured by the cries of the baby Maiamai that was trapped on her roof? Before heading back to Lorule, return to the Woman's house and speak with her to find that she's been sleeping like a baby ever since you rescued the Maiamai. She's so happy to be rid of the racket that she stuffs Link's pockets with a shiny Red Rupee!

Test Your Luck

Back in Lorule, save your game and then travel to the east side of town. Enter the building with the large chest on its roof to visit Lorule's version of the Fortune's Choice game.

This game costs more to play than the one in Kakariko Village—200 Rupees, to be exact!—but the potential rewards are far greater. Pay 200 Rupees to play, and 15 chests appear in the room. You get to open any three of them and keep whatever you find.

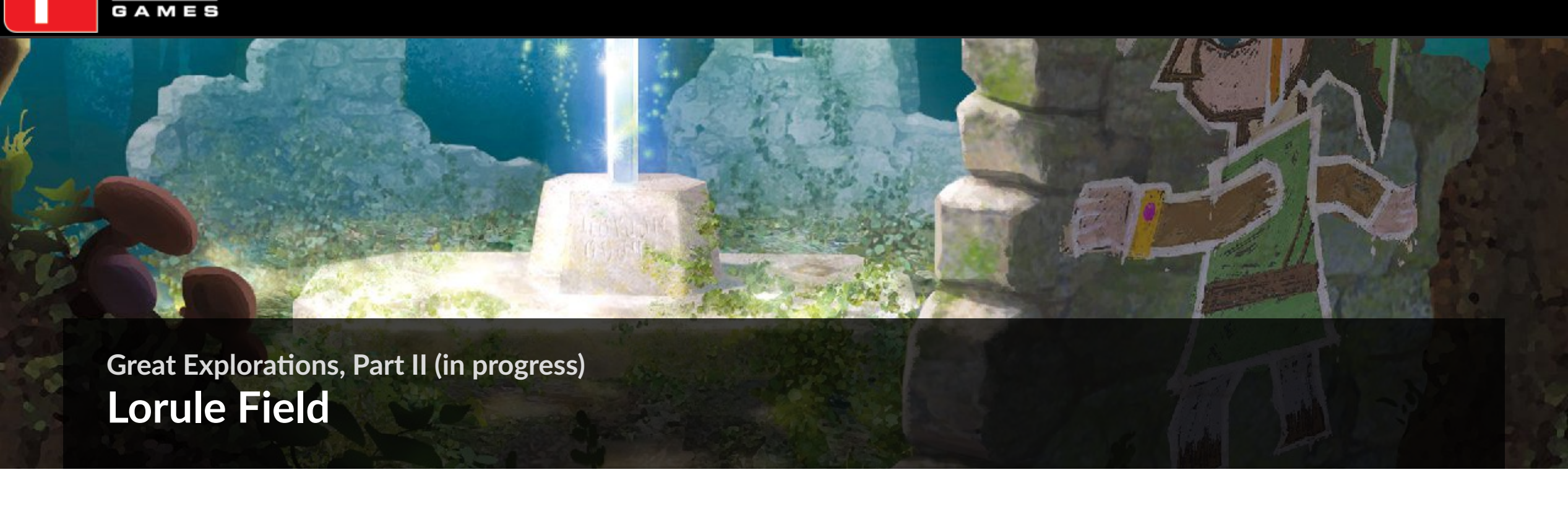
Potential rewards include Silver and even Gold Rupees, but the greatest prize of all is a piece of heart. Keep playing until you manage to win that most precious treasure!

Fortune's Choice Rewards

Every game of Fortune's Choice that you play in Thieves' Town offers the same potential prizes. The chests are always filled with one of each type of monster part (guts, horn, and tail), three Green Rupees, three Red Rupees, three Silver Rupees, two Gold Rupees, and the piece of heart. After you win the piece of heart, a third Gold Rupee takes its place. You might think that the game is rigged, but the potential for profit is definitely there!

Moving On

Thieves' Town still holds a few major secrets, but that's all of the goodies you can collect here for now. If you feel like entering the Thieves' Hideout and completing that dungeon now, flip ahead to page 183 for a complete walkthrough. Otherwise, read onward and continue exploring Lorule—you'll find it worth your while!



Great Explorations, Part II (in progress)

Lorule Field

One Big Bomb

Save at the Thieves' Town weather vane and then take the southern trail out of town. A small building called the Bomb Shop stands just south of Thieves' Town, and some sort of massive bomb seems to be growing in the nearby field. How unusual! You'd better check this out.

Head inside the Bomb Shop to speak with the Bomb-Shop Man. This happy guy just sings away all day as he grows his gigantic bombs in the field near his shop. Listen to the Bomb-Shop Man's tune, then pay him 200 Rupees to gain access to his Big Bomb Flower.

Exit the Bomb Shop through its east door to reach the Big Bomb Flower garden. Approach the Big Bomb Flower and press to get it to follow you. Now there's something you don't see every day!

Lead the Big Bomb Flower to the nearby large cracked rock to the south. Once the Big Bomb Flower is positioned near the large cracked rock, whack it with Link's sword to ignite it—then run! The Big Bomb Flower soon goes boom, and the large cracked rock is blown to bits.

Big Bomb Flower Fun

After the Big Bomb Flower has gone boom, another one sprouts up from the garden. Neat! Approach the new Big Bomb Flower, and this time, simply strike it to set it off without pressing to make it follow you. This time, when the Big Bomb Flower explodes, a hidden Maiamai pops out!

The Great Rupee Fairy

After collecting the Maiamai, press to lead the next Big Bomb Flower that sprouts up. Bring the Big Bomb Flower around the Bomb Shop, heading north toward another large cracked rock. Use the Big Bomb Flower to blast this rock to bits just as you did before, then enter the cave you discover.

Inside the cave, a voice calls out to Link. It's the Great Rupee Fairy! You're asked to donate some Rupees to her fountain. If you have plenty of Rupees to spare, then you can receive a bottle from the Great Rupee Fairy—but you'll need to donate a whopping 3,000 Rupees to receive this precious gift!

Bottle #4

Can hold many different things. You'll need one to buy potions.

Finding Fairies

Even if you don't have 3,000 Rupees on hand, donate whatever you can to the Great Rupee Fairy, for valuable fairies will begin to appear at the fountain as you reach the following donation milestones:

- **400 Rupees:** one fairy
- **600 Rupees:** two fairies
- **1,000 Rupees:** three fairies
- **2,000 Rupees:** four fairies
- **3,000 Rupees:** five fairies (and the bottle!)

Rupee Rush Returns

Let the Big Bomb Flower be for a moment and travel west from the Bomb Shop, heading for Lorule's Rupee Rush game. The rules are exactly the same as the Rupee Rush game that you've played in Hyrule, with an entry fee of 100 Rupees per play.

Beware: Lorule's Rupee Rush arena features several devious Rupee Likes in disguise! It's worth battling these dangerous Rupee-stealing monsters, as long as you're careful not to let them grab you when they spring out in ambush. Identify Rupee Likes by the larger shadows cast by their Rupee lures; get close enough to make the monster emerge, then run away and stun or slay it with ranged attacks so you may collect the valuable Rupee that it drops.

As in Hyrule, you can score big bonuses at the end of Lorule's Rupee Rush by speaking to the Rupee Rush Guy just before your 30 seconds of playtime are up. Your Rupees are doubled when there's less than three seconds on the clock, and tripled when there's less than one second remaining at the game's end. Score more than 100 Rupees, and you'll rush off with a piece of heart!

The music can help you figure out how much time is left on the timer. Two melodies will play for about 10 seconds each, then repeat. Just as the second melody is beginning to repeat, you'll know there is one second left on the clock.

Piece of Heart #17

Even if you're flush with Rupees, there's another good reason to try Rupee Rush: you can find lost Maiamai in the playing field! Pay the 30 Rupees to get inside the playing area, then merge into the north wall and knock down the little fellow.

Lost Maiamai #46

Lorule's Pastime

After you've filled Link's pockets with Rupees at Rupee Rush, go east from the Bomb Shop and head for the circular woods that served as Gulley's favorite hiding spot back in Hyrule. Cut through the southern bushes to enter these woods just as you've done before in Link's world.

These woods are a lot more lively in Lorule, because some playful kids have set up a baseball field. You've just discovered Lorule's national pastime: the great Octoball Derby!

The rules are simple: Pay 50 Rupees to step up to the plate, then hit the Octorok's rocks back at the many pots set up around the field. Each pot you break earns you 1 Rupee—gold pots are worth 5. Press to swing, and hold to hit pop flies while swinging and to hit ground balls. (Don't touch to hit line drives.) Swing early at the ball to hit it to your right, and swing late to knock it to your left.

Though Octoball Derby has a greater learning curve, the secret to success at it is similar to that of Rupee Rush: go for the bonuses! If you hit three pots in a row without missing, a Crow will fly by. Nail that dirty bird to score a big 20 Rupee bonus!

When you're low on pots, hold while swinging to hit ground balls, and try to hit one of the Sand Crabs that scuttle back and forth. Hitting either crab resets all of the pots, giving you a fresh set of targets to aim for. This is important, because it makes it easier to keep your Crow combo going. Finish with a score of 100 Rupees or more, and you'll walk away with a healthy prize: a piece of heart!

Piece of Heart #18

Whether or not you choose to join in the fun of Octoball Derby, be sure to visit the playing field and chop down the bushes in the wood's southwest corner to discover a hidden Maiamai. Sorry, little guy—this isn't a spectator sport!

Lost Maiamai #47

More Fun with Big Bomb Flower

Surely you've noticed the tempting chest to the south of the Octoball Derby woods—it sits on high near a large cracked rock. Return to the Bomb Shop and collect a Big Bomb Flower, then carefully lead it down to this cracked rock, being careful not to let any enemies damage the Big Bomb Flower and set it off along the way. (Return for another if this occurs.)

Blast the large cracked rock to bits with a Big Bomb Flower, and you discover a cave. Head inside to find another chest. Unlike the one on the ledge above the cave, this chest is within your reach. Open it to score a shiny Silver Rupee.

Lorule Chest #1: Silver Rupee

Fissure Switching

Exit the cave and notice the fissure in the south wall. Merge into the south wall and slip through this fissure to return to Hyrule.

When you emerge from the fissure back in Hyrule, you find yourself up on a high ledge, near a circle of stones. What a rush!

If you've been following this walkthrough faithfully, then you've already explored the Treasure Hunter cave near the circle of stones. Ignore the cave and drop from the cliff, then look for another nearby fissure in the southern wall. Travel through this lower fissure to return to Lorule.

When you arrive back in Lorule, you find yourself standing atop a high ledge. Wild stuff! Merge into the south wall and travel westward to reach a Maiamai that's stuck up high.

Pop out of the wall to knock down the little Maiamai, then add it to your collection.

Lost Maiamai #48

It's great that you've found a Maiamai, but the chest above the cave is still tempting you. Reenter the southern fissure to return to Hyrule's high ledge, then drop down again and enter the lower fissure to reach the high ledge back in Lorule. This time, fire the Hookshot at one of the pegs near the chest to zip over and claim its contents.

Lorule Chest #2: Silver Rupee

Nobody's Home

Now that you've looted the high chest, drop down and follow the northeast trail, heading to the place where Link's House is found in Hyrule. Beware the dangerous Taros that you encounter along the way!

Taros

Damage:1 Heart

These burly bulls stamp about Lorule's fields, serving Yuga in much the same fashion as Moblins. Taros come in red and blue varieties, with the red ones being a bit tougher to chop down. Taros wield either spears or practice spears, both of which are long enough to provide them with both offense and defense. It's best to stun or slay these dangerous minions with ranged weaponry from a safe vantage.

Sure enough, a small house stands right where Link's House is found in Hyrule. There's another fissure on the nearby cliff, but ignore the fissure for the moment and save at the weather vane here instead, which identifies this place as the Vacant House.

Sure enough, the house is unoccupied—but there's also a chest near the back wall. Unfortunately, a thick wall of clutter prevents you from discovering what might be inside. What pack rat used to live here, anyway?

Leave the Vacant House and merge into its exterior wall. Slide around behind the house to discover a secret entrance on the back side. Sneaky!

Enter the secret door on the Vacant House's back side, and you'll be able to reach that tempting chest. Flip it slid to score a precious prize—the fifth and final bottle!

Lorule Chest #3: Bottle

Bottle #5

Can hold many different potions. You'll need one to buy potions.

Into the Cliff

Leave the Vacant House and notice a Maiamai that's stuck to the side of the north cliff. Drop down and merge into the cliff to rescue the little fellow.

Lost Maiamai #49

Now go around to the front of the Vacant House and merge into the southern cliff. Slip into the fissure here to return to Hyrule.

As you might have suspected, you emerge from the same cliff back in Hyrule, right next to Link's House. And what's this? Sahasrahla is waiting here for you! The wise man takes a moment to explain how the fissures work, but you've already figured it out by now. Save at the weather vane and take stock of your gear before heading back into the fissure and returning to Lorule.

Treasure Hunter Cave #5

Back in Lorule, travel west from the Vacant House, heading into a nearby forest that's filled with Like Likes. Cut down the northern bushes here to discover a small hole that serves as the secret entrance to another Treasure Hunter cave.

Drop into the hole to enter the Treasure Hunter cave. Here, you must use bombs and the Pegasus Boots in a mad dash for treasure. There are varying solutions to this puzzle, but here's one that certainly works.

The First Switch

The switches control the bars. Begin by placing a bomb near the southwest crystal switch.

Run north, around the first set of bars, and hurry past the second set of bars when the bomb explodes and triggers the switch, lowering the bars.

The Second Switch

Strike the next crystal with Link's sword to activate it, then run east, past some more lowered bars.

The moment you reach the northeast corner, face south and hold to dash with the Pegasus Boots.

Press to stop dashing the moment you pass by the next set of lowered bars. Be sure you don't dash off the southeast corner, or you'll have to start over!

The Third Switch

Catch your breath, then place a bomb near the third (and final) switch. Run into the west bars afterward, so that you start running westward past the bars the moment that the bomb goes off.

The moment you reach the southwest corner, face north and dash with the Pegasus Boots.

Press to stop dashing as you near the northwest corner, then immediately face right and use the Pegasus Boots again to dash eastward.

If you time it right, you'll dash past the final set of bars just before they rise. Press to stop dashing before you reach the northeast corner.

You've done it! Stroll around the path to reach a big chest that contains a glorious Gold Rupee. Not a bad haul!

Lorule Chest #4: Gold Rupee

Critters Around the Castle

Use the warp tile to exit the Treasure Hunter cave and return to the surface, then save your game again at the nearby Vacant House. Go northeast and dash into a nearby standalone tree to knock down a hidden Maiamai.

Lost Maiamai #50

Go north a bit from the Maiamai tree to reach the southeast corner of Lorule Castle's outer wall. Another little Maiamai is stuck to the castle's wall here. This is no place for such a helpless creature, so merge into the wall and knock it down, then rescue it.

Lost Maiamai #51

As long as you're exploring the castle's grounds, go north across the drawbridge and activate the Lorule Castle weather vane. This will come in handy later!

Mother Maiamai Time

That's everything you can do around Lorule Castle for now, so return to the Vacant House. You've found another 10 lost Maiamais, so consider traveling through the fissure to return to Hyrule, and heading east to pay Mother Maiamai a visit.

Southern Ruins Romp

Save your game at the Vacant House after you return to Lorule, then go south, into the Southern Ruins. Go west when you enter the Southern Ruins and dive to scoop up an underwater Maiamai from the murky depths of the ruins' green pond.

Lost Maiamai #52

What's Up with that Empty Cave?

The cave at the Southern Ruins' north end is empty, but it comes into play later on!

Go southeast from the pond, slaying any Karat Crabs you encounter on your way to another lost Maiamai that's perched atop a stone pillar. Dash into the pillar to knock down the little tyke.

Lost Maiamai #53

Karat Crab

Damage:1 Heart

These sinister shellfish are similar in every way to Hyrule's Sand Crabs, except they're a bit more powerful. Continue to dispatch them from afar whenever possible, and if you must approach one, do so from the north or south to prevent it from sprinting sideways at you.

Can't get enough of those Maiamais? Go north and check the ruins' northeast corner to find another one stuck to the side of the cliff. Merge and help the little Maiamai out of its predicament.

Go southwest next, heading for the entrance to a large palace that's surrounded by water. This is the Swamp Palace, but you can't do much here until you destroy the large cracked rock nearby. Still, it's worth activating the weather vane here to add it to the map and save your progress.

Now travel east as if you were heading for Lake Hylia back in Hyrule. Descend into a basin to find another large cracked rock. Test your skills against the troublesome Zirro here.

Zirro

Damage:1 Heart

These flying foes pursue Link from the safety of the sky, flying low only to throw their bombs at him. Zirros are vulnerable to any of Link's weapons when flying low, but while hovering on high, they can only be hit by the Fire Rod, Ice Rod, and Tornado Rod. Dodge their bombs and slay them before they take flight, or simply wave one of Link's magical rods to knock them from the sky.

Big Bomb Flower's Big Journey

You've seen two large cracked rocks around the Southern Ruins by now. To destroy them, you need to go back for Big Bomb Flowers. Return to the Bomb Shop and lead another Big Bomb Flower eastward, heading to the Vacant House and then traveling south into the Southern Ruins. Be careful not to let any enemies detonate the Big Bomb Flower along the way!

When you reach the Southern Ruins, head southwest and use the Big Bomb Flower to blast away the large cracked rock near the Swamp Palace. With this obstacle out of the way, the palace's water drains out, allowing you to enter and explore the Swamp Palace dungeon via the Hookshot. Flip ahead to page 239 if you feel like delving into this dungeon right now; read onward if you'd prefer to explore more of Lorule.

One large cracked rock down, one more to go! Return for another Big Bomb Flower, and this time, lead it all the way to the Southern Ruin's southeast basin, where the other large cracked rock stands. Beware the Zirro that flies around here as you move to blast the rock with the Big Bomb Flower.

Blow the large cracked rock to bits, and you'll discover a cave. Head inside to find not one, but *two* treasure chests, along with a piece of heart. Now that's a healthy treasure cache!

Piece of Heart #19

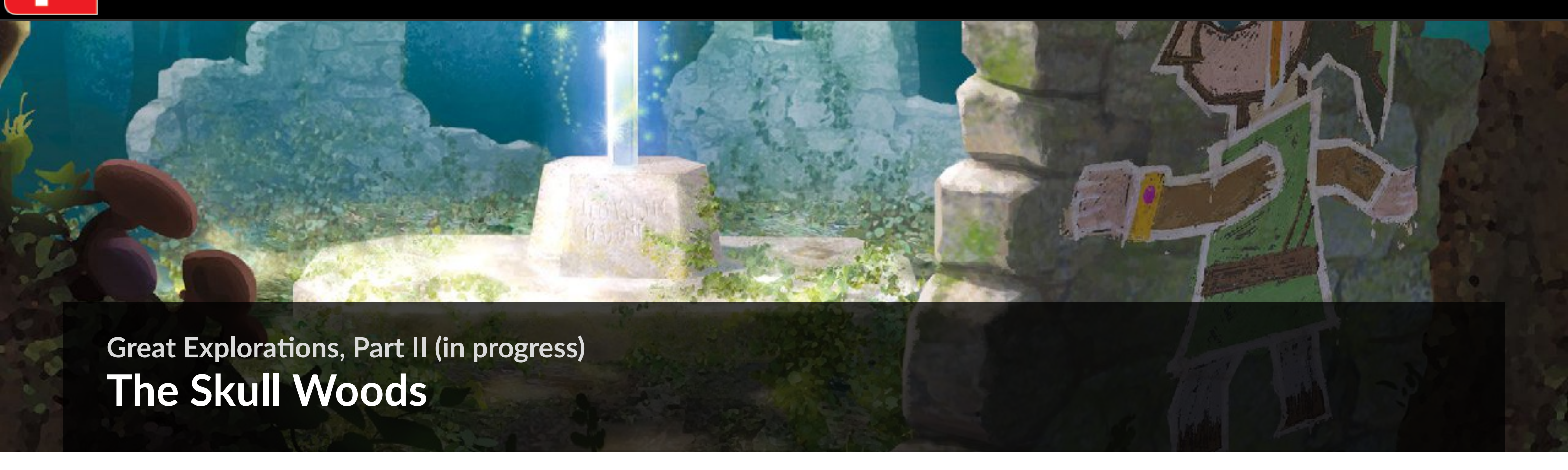
Lorule Chest #5: Silver Rupee

Lorule Chest #6: Gold Rupee

Reaching the Skull Woods

You've seen and done everything there is to see and do around this central region of Lorule, so it's time to explore new ground. Ring the bell and set the Vacant House as your destination, and Irene's broomstick promptly arrives to take you there, just as it does back in Hyrule. That's one clever broom!

Save your game when you arrive at the Vacant House, then enter the nearby fissure to return to Hyrule. Call for the broomstick again and fly to Kakariko Village, then merge around the back of Sahasrahla's house to discover another fissure. Travel through this fissure to begin your exploration of the Skull Woods in Lorule.



Great Explorations, Part II (in progress)

The Skull Woods

Even Freakier than the Lost Woods

As Link emerges from the fissure behind Sahasrahla's house, Princess Hilda's voice calls out to him, welcoming our hero to this new region of Lorule. The dark princess warns that the Skull Woods of Lorule are even more perilous than Hyrule's Lost Woods, and hints that one of the Seven Sages is being held here.

Before proceeding north into the Skull Woods, merge back into the side of the building and free a lost Maiamai that's stuck to the building's west side.

Lost Maiamai #55

Merge back into the building again after rescuing the Maiamai. This time, slip around the corner and move along the building's south side to reach a piece of heart that rests on a small ledge. Collect the piece of heart and then merge back around the building.

Piece of Heart #20

Let's Wait on Those Woods

Two paths lead north into the Skull Woods, just like the Lost Woods back in Hyrule. Ignore both paths for now and go east, taking the northeast trail as if you were heading to Rosso's house in Hyrule. Beware the powerful Hinoxes that roam this treacherous trail!

After you pass under a large wooden sign, go directly west to find a little Maiamai that's stuck to the side of the cliff. Wipe out the surrounding Hinoxes so you may safely rescue the little guy.

Lost Maiamai #56

Go north after saving the Maiamai, smashing skulls in search of items. Be careful, though: Some of these skulls are actually Stahls in hiding!

Stahl

Damage:1/2 Heart

Smashing skulls in search of loot is usually profitable, but some of Lorule's skulls are actually evil creatures called Stahls in disguise. Run away from any skull that doesn't shatter when you strike it, for the Stahl will soon spring to life! Stahls are not powerful enemies, but they have a knack for catching travelers unaware.

Skull Woods Weather Vane

Yet another path leads north into the Skull Woods. No such path exists in Hyrule, so it begs for exploration. Go north, following the path into the Skull Woods.

You can't explore much of the Skull Woods by following this path, but it does lead to an important place: the entrance to the Skull Woods dungeon! Save at the nearby weather vane, then backtrack out of the Skull Woods—there's still so much more to explore around Lorule!

Moblin Pit

Go east after you emerge from the Skull Woods, following the trail to a pit that's patrolled by an angry red Moblin. He sure looks mean!

Before entering the pit, toss bombs at the Moblin from the safety of your high vantage. After obliterating the beast, calmly enter the pit and rescue the little Maiamai that's clinging desperately to the wall.

Lost Maiamai #57

Go north from the Moblin pit, heading for what would be Rosso's house back in Hyrule—but beware of the Dactos that swoop down at you along the way! When you reach a group of trees that have grown together in a V shape, cut down the bushes at the point of the V to discover another hiding Maiamai.

Lost Maiamai #58

Dacto

Damage:1 Heart

These flying lizards are Lorule's version of the Crows seen around Hyrule. Dactos dive at Link when he passes near, attempting to ram him with the sharp horn that grows from their heads. Stand your ground and swipe wildly at diving Dactos to counter and slay them in mid-swoop.

Abandoned Shack

Rosso's house took quite a beating when the earthquake rocked Hyrule earlier in the adventure, but even then it was in far better shape than the crumbling shack you find here in Lorule. Clear the surrounding forest of enemies, then dash into the tree that's just south of the shack to knock loose a hidden Maiamai.

Lost Maiamai #59

Next, grab one of the nearby clucking cuccos and run south, keeping close to the east cliff. Find a ladder and climb up, still carrying your cucco overhead.

Go north along the ledge, heading back toward the shack. Notice two gaps in the ledge's low wall—leap from either gap and glide with your cucco, aiming to land on the remnants of the shack's tattered roof.

After you've landed, carefully drop and collect the piece of heart on the shack's high porch. Nice gliding! Drop afterward and collect the Rupees inside the shack before merging to slip through the southern bars.

Piece of Heart #21

The Shack's Crack

There's a fissure on the abandoned shack's back wall, and you'll pop out in Rosso's house back in Hyrule if you head through. There's no reason to do so, however—for as you know, Rosso has gone missing!

Into the Woods

We've explored everything around here *except* the Skull Woods, so the time has come to head inside. Go west from the abandoned shack and follow a trail into the Skull Woods.

The Skull Woods are aptly named, for the massive bones of fallen beasts lie all about. Go west and pass through two giant rib cages to reach a lone skull that's encircled by tall grass. Smash this skull to discover a lost Maiamai.

Lost Maiamai #60

A Honey of a Deal

You passed by a cave on your way to the Maiamai. Backtrack through one rib cage and enter the cave to the north.

A Mysterious Man lives inside the cave, and he offers to sell Link something from his "collection." Whatever this might be, it will cost you 888 Rupees to find out! Actually, it won't, because we'll just tell you: it's a golden bee. This is an easy way to collect a golden bee and earn the Bee Badge from the Bee Man in Kakariko Village if you haven't already. If you decide to make the deal, be sure that you have an empty bottle to keep the bee in!

Sage on Display

Leave the Mysterious Man's cave and backtrack through the other rib cage, then go south, continuing your search of the Skull Woods. You can't help but notice the portrait of a Sage as you go—it's the Priest's daughter, Seres! Sadly, the maiden is out of your reach—you must brave the Skull Woods dungeon (p. 220) to save this saintly Sage.

Continue moving south from Seres's portrait, heading for a small patch of tall grass. Cut this down to discover another hiding Maiamai. Can't blame the little guy for taking cover in this dreadful place!

Lost Maiamai #61

Skull Woods Fissure Pillar

Continue exploring westward after collecting the Maiamai, and you'll come to a familiar stone pillar. You've seen similar pillars in Hyrule, but this one features a fissure. Merge into the pillar and travel through the fissure to emerge in the entry area of Hyrule's Lost Woods. How convenient, because you're all done with the Skull Woods for now! Call for Irene's broomstick once you're back in Hyrule and set Link's House as your destination.

Another Upgrade

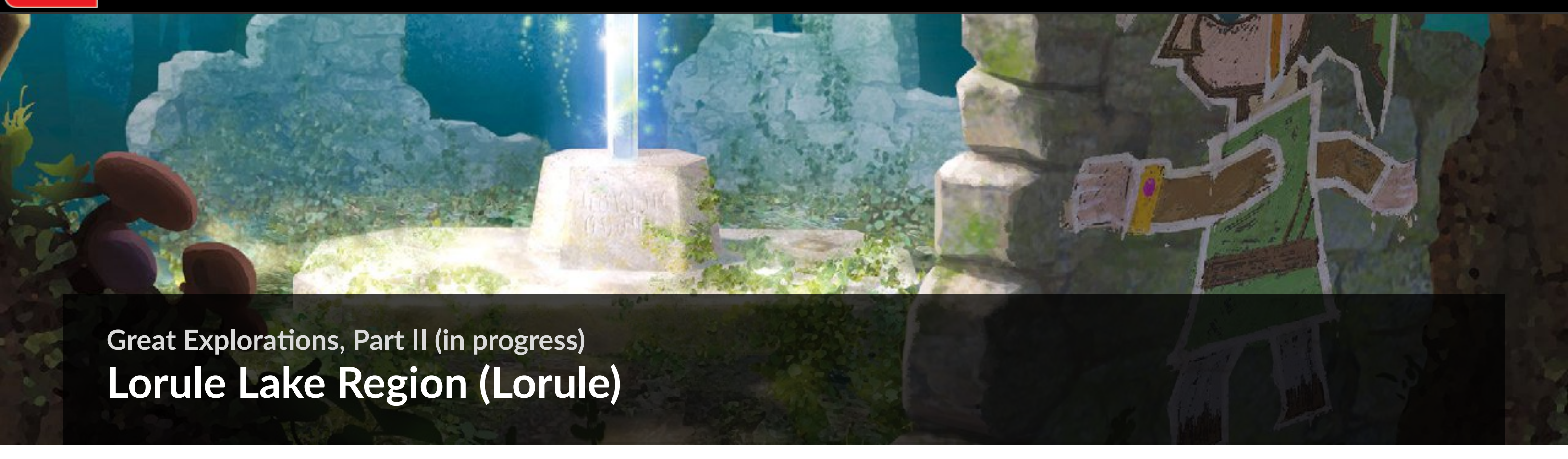
Guess what? You've found another 10 Maiamais! Save your game at Link's House and then pay a quick visit to Mother Maiamai to have her upgrade an item of your choice.

Reaching Lorule Lake

After visiting with Mother Maiamai, go south, past the Item Shop, taking a stroll along the high ledge that overlooks Lake Hylia. Notice the tall grass at the ledge's south end—it seems to be shaped like an arrow pointing southward. How curious!

Merge into the south wall near the tall grass "arrow" and travel south, around the wall, to reach another ledge. Don't pop out from the wall; just keep going until you slide into a fissure, returning to Lorule.

Link is again welcomed by Princess Hilda as he exits the fissure. She warns our hero that Lorule Lake is a maze built to contain the power of fire, and also hints that a Sage is being kept somewhere around here. It's time for some more exploration!



Great Explorations, Part II (in progress)

Lorule Lake Region (Lorule)

Turtles in Trouble

Look south to spot a turtle that's somehow managed to flip over onto its back, unable to move. A few dangerous Slaroks roam near the turtle—drop bombs on the Slaroks from the safety of the ledge, or drop and give them a taste of Link's blade.

Slarok

Damage:1 Heart

These colorful slug-like enemies are swifter than they appear, and they mirror the Octoroks seen around Hyrule. Just like Octoroks, Slaroks move unpredictably and regularly spit rocks out of their snouts. Be ready to block their rocks with Link's shield as you battle them, or simply avoid them altogether.

After slaying the Slaroks, approach the turtle and press to toss it back into the water. The grateful turtle swims away, saying that it has to get back to its mom. OK, see ya!

Hop into Lake Lorule's murky depths and swim north, heading for some Rupees. Dive to collect the sunken Rupees if you like, but beware the many Kus that pop up from the water around the lake—they're dangerous enemies!

Ku

Damage:1 Heart

Kus are very much like Zoras—they emerge from deep water and spit fireballs at Link. Kus are more dangerous, however, for they offer little warning before they strike. Kus can also pursue Link on dry land, something that a Zora would never dream of. It's best to simply avoid these dangerous enemies, swimming hard and diving as needed to dodge their fireballs.

Keep swimming northward to discover another turtle that's stuck on its back. This one's surrounded by Kus that are singeing the turtle with fireballs. You can't let this go on! Swim up to the turtle and move to the shallow water that surrounds it, then take a stand and wipe out the surrounding Kus.

After slaying all of the Kus, the turtle will jump into the water. The turtle showers Link with thanks before swimming off to find its mom, just like the last one did.

The West Bank

Climb onto the dock to the north and return to dry land. (You can't yet reach the piece of heart that you pass along the way—it's actually found during the course of the Turtle Rock dungeon.) Mother Maiamai's cave is not present here in Lorule, but there is an Item Shop nearby. The Item Shop sells the same goods as the one at Thieves' Town, for the same prices.

Ay lliw nihtemos yub?

Speak to the Lakeside Item Seller, and he'll repeat an odd phrase over and over again. Ay lliw nihtemos yub... What could it mean? Spell this mysterious phrase backward to discover a classic reference to the original *Legend of Zelda* game

Go north from the Item Shop to discover a chest that's guarded by a few Taros. Slay the monsters and then claim the chests contents as your just reward.

Lorule Chest #7: Silver Rupee

Backtrack south, heading past the Item Shop. Keep going south to find a lost Maiamai that's stuck to the southern cliff. Merge and free the little fellow.

Lost Maiamai #62

The Third Turtle

Return to the dock you used to climb out of Lorule Lake, but don't return to the water just yet. Instead, notice a small gap in the nearby wall. Merge into the cliff and go east, slipping past this gap to reach another turtle that's clinging to the cliff for dear life.

Slip behind the turtle and then pop out from the cliff to knock it down into the lake. Splash! The turtle can't thank you enough, and quickly swims off.

Mama Turtle Emerges

After you rescue all three turtles around Lorule Lake, a giant turtle rises up from the murky depths. This is Mama Turtle, and she's so grateful to have her children back that she offers to give Link a ride around the lake. How thoughtful!

You can swim up and onto Mama Turtle's back as she swims around the lake, but don't do so just yet. Instead, swim southeast after saving the third turtle, maneuvering past a small structure around which fairies flutter. Collect a few fairies to refill Link's life gauge as you swim to rescue an underwater Maiamai in the midst of a circle of stones.

Lost Maiamai #63

Turtle Rock Weather Vane

Now swim up behind Mama Turtle, tapping to gain speed and climb onto her back. Mama Turtle will then ferry you around Lorule Lake—use the Hookshot to snag any items you see atop the high rocks and ledges.

Eventually, Mama Turtle will carry you close to the lake's central structure. Step off Mama Turtle and activate the weather vane near the structure to add the Turtle Rock weather vane to your map. If you feel like braving the Turtle Rock dungeon at this point, go ahead and flip to page 249—but you can always do so later!

The East Bank

Drop from the structure after saving at the weather vane and then swim east, heading along a river. Climb onto the first dock you see and return to dry land, then begin exploring Lorule Lake's east bank.

Head south along the east bank, slaying Karat Crabs and Zirros on your way to a lost Maiamai that's stuck to the southern cliff. Merge and free the little tyke when the coast is clear.

Lost Maiamai #64

Now travel north to discover a fissure at the east bank's north end. Ignore the fissure for the moment and plant a bomb at the nearby cracked wall to the west, blasting open a cave.

You've discovered a Fairy Fountain! Rest up and fill your bottles with fairies before heading back outside.

Again, ignore the fissure and climb the nearby ladder to reach a high ledge. In Hyrule, the Racing Bro who runs the Hyrule Hotfoot game stands here, but he's nowhere to be seen here in Lorule. No matter; merge into the north wall and travel westward, past the fissure and Fairy Fountain, to reach a small ledge.

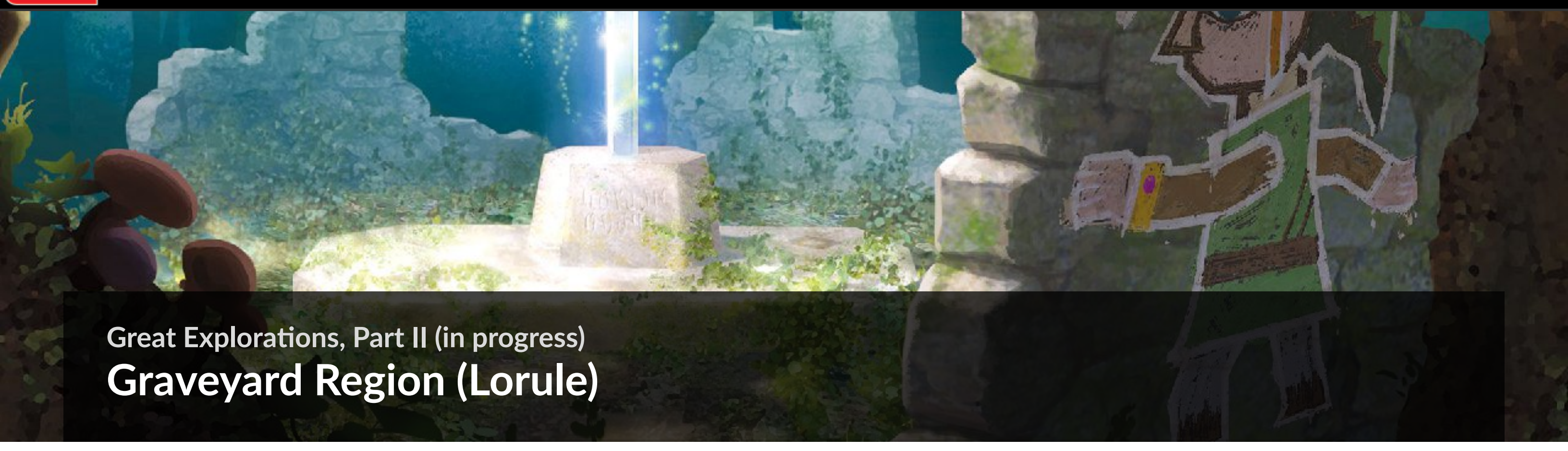
The ledge sports a single skull. Shatter it to discover a hidden Maiamai. Well hey there, little guy!

Lost Maiamai #65

That about wraps up the Lorule Lake region. Drop from the ledge and enter the nearby fissure to return to Hyrule. Fly to the Sanctuary afterward, then save your game.

Reaching Lorule's Graveyard

Enter the Sanctuary to find a fissure on its back wall. Boy, these things are everywhere! Pay your respects to the Priest (and perhaps to the Captain, who's still trapped in a painting), before slipping into the fissure to return to Lorule.



Great Explorations, Part II (in progress)

Graveyard Region (Lorule)

The Philosopher's Cave

You emerge in a dark cave back in Lorule. Light the nearby brazier, and a Philosopher who lives in this cave will take notice. This poor man has been hiding in this cave for years, terrified of the monsters that roam his homeland. What a sad state of affairs!

Cross the bridge to the south, and if you like, use the Hookshot to snatch the Rupees on the west shelf as you go.

There's a chest on the cave's southeast ledge, but it's out of your reach. This chest contains a very valuable item, so rest assured that you'll return for it when the time is right!

Lorule Graveyard

Exit the Philosopher's cave to find yourself north of the castle, right near Lorule's Graveyard. This place is crawling with Moblins—use the Hookshot to rip away their shields, then show them no mercy!

Go east and explore the Graveyard, where even more monsters roam. Merge into the north cliff to knock loose a little Maiamai that's stuck there.

Lost Maiamai #66

Meet Lorule's Grave Digger

Have a chat with Dampé, who also serves as the grave digger here in Lorule. Dampé doesn't know if there might be a secret passage in Lorule's Graveyard—he's just happy that someone took the time to say hi!

Go to the Graveyard's west side to find a weather vane. Activate it to add it to your map, then save your game.

Eastern Treats

Ignore the ladder that lies north of the Graveyard for the moment, and go east from the weather vane instead. Locate a treasure chest that's guarded by Moblins, and fight hard to slay the beasts so you may claim the chest's valuable contents.

Lorule Chest #8: Silver Rupee

After looting the chest, listen for the sound of crying from the nearby tree. Dash into this standalone tree to knock free a hiding Maiamai.

Lost Maiamai #67

An Explosive Discovery

Climb the ladder that's north of the Graveyard to reach a small ledge. Use a bomb to blast the cracked wall up here, exposing a fissure.

Merge into the wall and pass through the fissure to return to Hyrule. There's a Maiamai to your left, but don't go after it just yet. Pop out of the wall instead, land on the ledge, and then enter the nearby cave.

Hey, hey—there's a piece of heart inside this cave! Grab your prize and then head back outside.

Piece of Heart #22

Now carefully merge into the wall on the fissure's left side, and slide over to the stuck Maiamai you noticed before. Knock the little guy down and collect it.

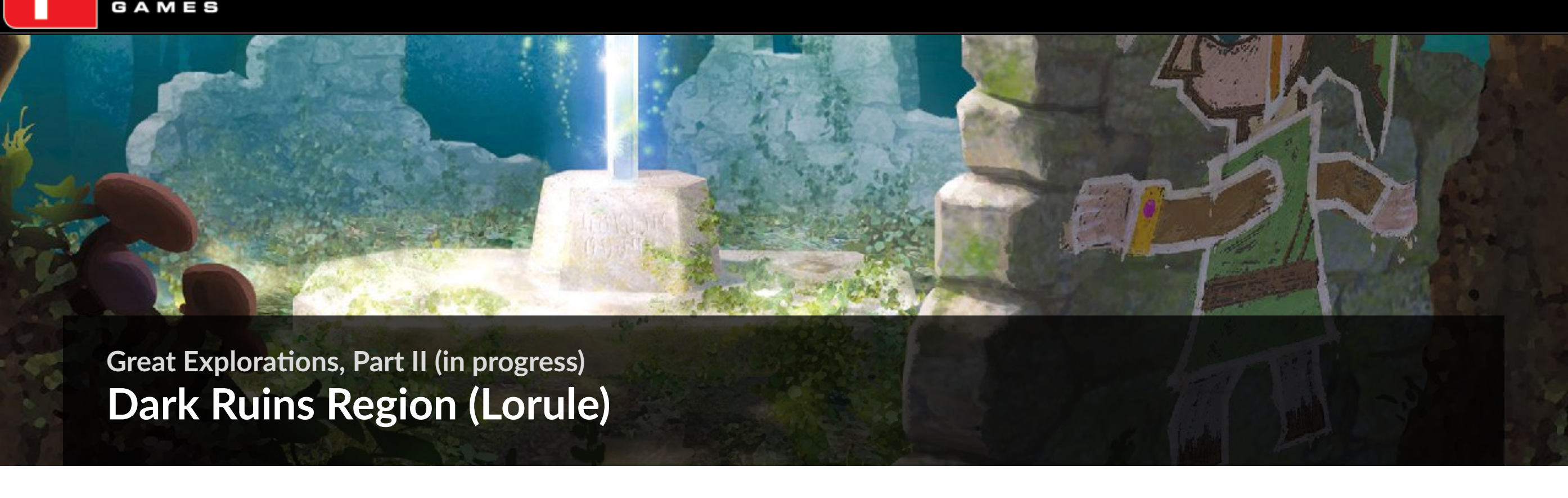
Lost Maiamai #68

Reaching the Dark Ruins

You've now thoroughly searched Lorule's Graveyard region—and what do you know, you're already back in Hyrule! Go east from Hyrule's Graveyard, crossing a wooden bridge that spans the river and leads toward the Eastern Ruins.

Go south after crossing the bridge, and you'll find yourself in a familiar area that's filled with tall stones and Octoroks. Merge into the stone pillar you find here, which features a fissure. Slip into the pillar's fissure to return to Lorule.

Once again, Princess Hilda speaks to Link from the ether as he enters her world. The dark princess informs our hero that a place known as the Dark Palace is nearby, and that a Sage is being held captive there. Sounds like you should investigate this region immediately!



Great Explorations, Part II (in progress)

Dark Ruins Region (Lorule)

Goodies Around the Ruins

Lorule's Dark Ruins region features many items of interest, and you don't have to go far to find the first. Just southeast from the fissure pillar, a baby Maiamai is perched atop a tall rock. Dash into the rock to knock the tyke down.

Lost Maiamai #69

Go south after rescuing the Maiamai, but beware: A bomb-tossing Hinox roams down here! Notice the soft cries of another baby Maiamai coming from the tree in the region's southwest corner. Dash into the tree to discover the hidden creature.

Lost Maiamai #70

Pocket the Maiamai and go east, traveling past some pillars on your way to the Dark Ruins' entrance. Don't go north into the ruins just yet—there's another Maiamai nearby! Dash into the trees south of the Eastern Ruins' entrance until you knock the little guy loose.

Lost Maiamai #71

You've collected another 10 Maiamais, but let's press on for the moment. Head south from the trees, following a narrow path along the river's east bank. Keep going until you reach a chest at a dead end that overlooks Lorule Lake. Raid the chest to claim a Silver Rupee.

Lorule Chest #9: Silver Rupee

You've come to a dead end, so backtrack northward, heading back toward the Dark Ruins. Before you enter the Dark Ruins, notice a cracked wall on the cliff just east of the ruins' entrance. You'd better blast this suspicious wall with a bomb!

Aha! The bomb's blast reveals the entrance to a Fairy Fountain. Head inside to recover your strength and bottle a few fairies.

Into the Ruins

All right, it's time to see what the Dark Ruins have in store. Go north, past some tall columns, and enter the Dark Ruins.

Princess Hilda calls out again as you enter the Dark Ruins. She says that you're nearing the Dark Palace, a foreboding place filled with the fallen soldiers of Lorule Castle. Princess Hilda warns Link that these soldiers will imprison Link if they find him. Sounds like a scary place!

Just Visiting!

We recommend that you save the Dark Palace dungeon for later, but it's worth exploring the Dark Ruins right now, because you can find many items here, along with a weather vane that makes for fast travel back to the Dark Palace in the future. Begin by heading north and merging into the wall to free a little Maiamai that's gotten itself stuck.

Lost Maiamai #72

Go east to encounter the first of many fallen Lorule Soldiers that patrol the Dark Ruins. These sentries won't attack Link, but instead lock him away in prison if they catch sight of him. Avoid captivity by keeping out of the soldier's red sensors.

Lorule Soldier

Damage: Special

These once-noble knights used to serve Princess Hilda at Lorule Castle, but have long since fallen into darkness. Now they stand a constant vigil over the Dark Palace, a shadowy temple where the soldiers gather to worship a terrible beast. Keep out of sight of Lorule Soldiers, for they'll lock Link away if they spot him!

Prison Break!

If you're ever caught by a Lorule Soldier, you'll be sent to the nearest holding cell. Simply merge through the bars to escape the cell, then do your best to slip past the soldiers again.

A Lorule Soldier stands watch over the northern passage. Ignore this passage for now and go east, behind a wall, where no Lorule Soldiers will spot you. Slay a Zirro and Snap Dragon here before taking the southern passage out of the ruins.

Southeast Basin

You emerge back in the gray daylight of Lorule field. Cut down the Zirros and Octoroks that roam around this basin, then merge into the high north wall.

Go counterclockwise around the basin, heading for the high southern ledge. Exit from the wall and collect the long line of Green Rupees on your way to a stuck Maiamai. Merge into the wall again and free the little fellow.

Lost Maiamai #73

Drop from the high ledge after rescuing the Maiamai, landing on the lower ledge to the east. Head into the north cave.

You've discovered a Great Fairy Fountain! The Great Fairy kindly restores Link to full health before sending him on his way.

Slipping Past the Soldiers

Return to the Dark Ruins and backtrack toward the first Lorule Soldier. To slip past this first sentry, merge into the wall that's just south of it.

Lorule Soldiers can't detect Link while he's merged. Wrap around the south wall, moving east and then north, slipping past the soldier. Exit from the wall without fear once you're safely past the soldier—he won't turn around.

Two more soldiers patrol the passage to the north, presenting a more challenging obstacle. Again, merge into the wall that's south of the soldiers and slip around to its north side.

Pop out of the wall when the soldiers cross paths, leaving you an opening. You've got to be quick! Hurry north to safety once you're past the soldiers.

Guarded Treasure

Go west to find more soldiers patrolling to the north and south. The north passage can wait; approach the soldier to the south instead, monitoring its movements carefully.

Make your move and merge into the wall that's directly north of the soldier while the soldier is staring straight ahead (northward). Slip straight past the soldier, moving right by its field of view while remaining safely merged into the wall.

Wait patiently once you're past the soldier, watching its movements again. While the soldier is facing northward, quickly exit from the wall and bolt up the nearby stairs.

The stairs lead up to a ledge with a treasure chest. You're safe up here, so relax and collect your prize.

Lorule Chest #10: Red Rupee

The North Passage

Go west from the chest and drop from the ledge. It's now time to slip past the soldiers to the north. Merge into the corner of the wall that's just south of the soldiers' patrol and then slip around the corner, heading into the passage. Go north along the passage's west wall, moving toward a line of Green Rupees.

An obstacle prevents you from merging all the way down the passage's west wall. Wait near the obstacle until the soldiers' paths cross, granting you an opening.

Exit from the wall and move past the obstacle, then quickly merge back into the west wall once you're past the obstruction. Once you've merged back into the west wall, simply wrap around the corner and travel a safe distance along the north wall before popping back out.

Take the Low Ground

The soldiers ahead patrol high ledges and walkways, but they can't see Link while he's traveling on the low ground. Ignore the first set of stairs and go east along the low southern passage. You don't need to worry about merging through here.

You soon reach more stairs and a Snap Dragon. Ignore the stairs and slay the monster, then go north.

A little Maiamai is stuck to the north wall near the stairs. Merge into the wall and knock it free.

Lost Maiamai #74

Heart on the High Ground

Now go up the nearby stairs, waiting to climb them until the nearby patrolling soldier starts moving southward.

Hurry across the narrow beam to the north before the soldier returns and claim the piece of heart that's precariously perched at the beam's end. Take a moment to catch your breath afterward—you're safe while standing at the end of the beam.

Piece of Heart #23

Rupees lie on the nearby low ground, but more soldiers patrol down there—go after the Rupees only if you feel like chancing it. Otherwise, cross the beam and go back downstairs while the patrolling soldier is moving southward again, returning to the low ground where you found the previous Maiamai. Smash the south skulls and proceed southward—the Dark Palace isn't far now!

Dark Palace Approach

A few more soldiers are poised to prevent you from reaching the Dark Palace. After smashing through the skulls, merge into the east wall and slide southward, slipping past the first sentry.

Pop out of the wall and dispatch a Zirro, then go east to reach the final group of soldiers. (Ignore the soldier to the south; it can't see you.) Watch the soldiers carefully, and wait until the first two soldiers cross paths before bolting past them and merging into the north wall.

Slip around to the wall's north side, then wait until the northern soldier stares directly ahead (southward). Pop out from the wall where the soldier can't see you, then quickly merge into the next wall to the north before the soldier glances in your direction.

Nice work! Now simply round the corner and slip into the north passage, exiting from the wall once you're past the soldier. Only one more soldier to go!

The Final Soldier

The last soldier is easy to sneak past, provided you don't care much for the Rupees it guards. Just merge into the north wall while the soldier is facing southward and slip around the corner, and you'll find yourself at the foot of the Dark Palace. (If you *must* have those Rupees, try standing close to the west and east walls, and using the Hookshot to snatch them from afar.)

At last, you've made it to the Dark Palace! Activate the nearby weather vane to save your progress, and to ensure that you never have to navigate those awful ruins again. Turn to page 228 if you'd like to attempt the Dark Palace dungeon now—we recommend that you read on however and continue this epic exploration of Lorule.

Reaching Ku's Domain

You've found the Dark Palace, but there's more to explore in the Dark Ruins region—specifically, the area to the north, where the Witch's House would be found in Hyrule. After activating the Dark Palace weather vane, fly to the Vacant House by way of broomstick, then travel through the fissure there to return to Hyrule.

When you arrive back in Hyrule, summon Irene's broomstick again and fly to the Witch's House. You've likely gathered plenty of monster parts by now, so consider paying the Witch to brew up some potions. Sure, fairies are great to have, but you just can't beat blue potions now that Link's life gauge has begun to grow!

Blue Potion

Restores all of your hearts. You can never go wrong with one!

Yellow Potion

Drink it to make yourself invulnerable for a brief time.

Purple Potion

Drink this to deal out damage to all enemies in the surrounding area.

After visiting the Witch, save at the weather vane near her house and then merge along the southern cliff, crossing the river on your way to Zora's Domain.

Go east once you're across the river and descend into the southern pit near the large rocks. Hey, there's a fissure down here! Merge into the wall and pass through the fissure to return to Lorule.

Northern Explorations

You're now back in Lorule, north of the Dark Ruins. This is still considered part of the Dark Ruins region, so Princess Hilda does not advise you when you arrive. Let's wrap up our exploration of this region before moving on to the final region: Death Mountain.

After exiting the fissure, you hear the cries of a nearby Maiamai. Climb the northern ladder and merge into the cliff, then make a counterclockwise journey to reach the grassy ledge above the fissure.

Pop out of the wall and cut down the ledge's tall grass to discover the Maiamai. Let's get you home, little guy!

Lost Maiamai #75

Merge back into the wall after collecting the Maiamai and continue your counterclockwise journey. Exit from the wall when you reach the high northeast ledge, and slay a few Karat Crabs as you head northward.

Ku's Domain

You soon come to a large waterfall. Beware: The murky lake here is home to those vicious Kus! Slay any Ku that dares to challenge you on dry land. It's possible to avoid the Ku in the water, but you gain a Silver Rupee if you defeat them all.

Take a quick dip into the Kus' lake to discover an underwater Maiamai near the southern waterfall. Dive and scoop up the little tyke before swimming back to dry land.

Lost Maiamai #76

Into the River

Backtrack to the south, away from Ku's Domain, and drop from the high ledge. Go west a bit and look for an opening in the low north wall. Drop from this opening to splash down in the river.

Swim west to find another waterlogged Maiamai at the river's end. Hang on, little guy! Dive and rescue the Maiamai before swimming back eastward.

Lost Maiamai #77

The Cowardly Giant

Swim east to reach a waterfall. Move into the waterfall to enter the hidden cave of a cowardly Hinox. Have no fear of this trembling tyrant—instead, if you want, demand that he pay you off with Rupees!

Continue to harass the Hinox, and he'll give you a Blue, Red, Purple, and even two Silver Rupees (you can get the second if you have more than 50 Rupees in your wallet). Once you've swiped the monster's Silver Rupee(s), it's best to quit while you're ahead—for asking for more Rupees sends the Hinox into a furious rage!

The rampaging Hinox cannot be stopped, so don't even bother fighting it. Instead, flee from the cave with your ill-gotten wealth. The enraged Hinox does a whopping 5 hearts of damage if it rams you, so get out of there on the double!

One More Maiamai

After exiting the Hinox's cave, merge into the north cliff and slide westward along the river. Cross a wide chasm to reach the neighboring river to the west.

Pop out of the wall and plunge into the west river. Swim westward to find another underwater Maiamai near a waterfall. Better scoop up the little guy!

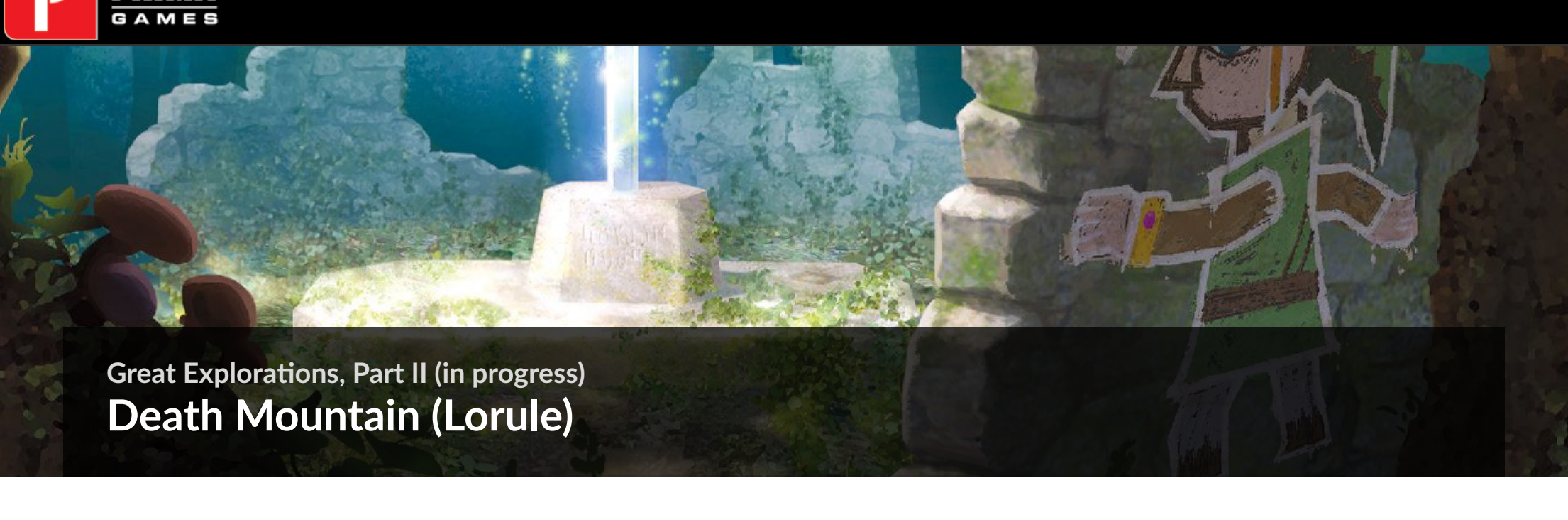
Lost Maiamai #78

This concludes our tour of the Dark Ruins region. Swim east to reach shallow water, then merge into the north cliff. Go west to reach a fissure that's hidden behind a nearby waterfall, and travel through to return to Hyrule.

Reaching Lorule's Death Mountain

You've covered just about all of Lorule by this point, but there's one scary area you've yet to explore: Death Mountain! As you might expect, Lorule's version of this treacherous peak is even more brutal than Hyrule's, so be sure that you're well prepared for the journey. We strongly recommend upgrading the Fire Rod if you haven't already—it'll come in handy!

Back in Hyrule, have Irene's broomstick whisk you away to the Death Mountain weather vane. Save your game and then merge into the north wall, heading west into a nearby fissure.



Great Explorations, Part II (in progress)

Death Mountain (Lorule)

Cold Embrace

Unlike the fiery inferno you faced on Death Mountain in Hyrule, Lorule's version of this unforgiving summit is completely frozen. Go west after you emerge from the fissure, heading toward a tiny ledge.

Pop out from the wall and smash the ledge's lone skull to discover a hidden Maiamai. You're off to a great start!

Lost Maiamai #79

Death Mountain Fairy Fountain

Drop from the ledge after rescuing the Maiamai. Beware: Powerful Hinoxes and Zirros lurk all around Death Mountain! These enemies are similar to the ones you've faced in Lorule before, except they throw ice balls instead of bombs. Ice balls have the same impact as bombs, but also freeze Link for a few moments. Not cool! Try to keep the Hinoxes stunned, and use the Fire Rod to quickly wipe out the high-flying Zirros.

Red Tektites also hop around Death Mountain, and they're just like blue Tektites, only a bit stronger. Fight your way down the mountain trail (or simply drop from the higher ledges) to reach a cave at the bottom. Wonder what could be inside?

Hey, it's a Fairy Fountain! What a perfect place for this little oasis. Rest up and bottle some fairies before returning outside to Death Mountain's frosty air.

Let's Climb

Now that you know where to go when you need some healing, let's begin our treacherous ascent of Death Mountain. Head back up the trail and climb a long ladder to reach a higher area.

Slay more Hinoxes, Tektites, and Zirros as you explore the higher area. A Big Ice Gimos stands to the east, flanked by four smaller, regular Ice Gimos. Equip your Fire Rod and approach the Big Ice Gimos until it springs to life and attacks!

Gimos

Damage: 1 Heart (Gimos)/2 Hearts (Big Gimos)

Gimos are imposing statues of stone, ice, or fire. They are similar to Armos, animating and attacking only when Link draws near. Though tough, Gimos can be slain by any weapon, but they cannot be struck by most weapons while they're jumping. Use the Ice Rod to freeze Fire Gimos, and the Fire Rod to quickly melt down Ice Gimos. The Tornado Rod is also good for stunning any type of Gimos, because it will hit them while they're in midair.

The Big Ice Gimos can be tough to handle, but one well-timed wave of the Fire Rod melts it down to size. The surrounding Ice Gimos then jump to life as well—just keep flicking the Fire Rod to reduce them all to puddles.

After all of the Ice Gimos have been defeated, a chest appears. How nice! Flip its lid to score a Silver Rupee.

Lorule Chest #11: Silver Rupee

The Treacherous Tower

Go north from the Ice Gimos ambush site, heading toward a mysterious tower. Save your progress at the nearby weather vane, thereby adding the Treacherous Tower weather vane to your map.

Well, since you're here, you might as well check out the tower. Speak to the Devilish Girl who stands just outside the tower, and pay her 100 Rupees to learn the rules and head inside.

The Treacherous Tower is an action-packed combat arena. Each game challenges you to survive the tower, slaying large groups of monsters on each floor. You can't leave once you start, and there's no guarantee of safety—so be well prepared before you enter!

On certain floors, and you'll be pitted against a powerful boss enemy. Slay this great fiend, and the crowd will shower you with glorious Rupees. Glorious!

The Treacherous Tower has three difficulty levels, and you must play through the final level (Advanced) twice to win all of the tower's potential prizes. Right now, it's certainly worth playing through the Beginner and Intermediate levels, because you'll win a piece of heart if you can manage to clear the Intermediate challenge!

The following table details all of the Treacherous Tower's prizes, and the following list details the enemies you'll encounter on each floor. Best of luck to you!

Treacherous Tower Tips

The Treacherous Tower sure is tough, and it's best to carry as many upgraded items into the arena as possible. Filling your bottles with blue potions is another good idea, because hearts are hard to come by. The tower can be tackled at any time, so don't feel like you need to beat it now. You can always return later, when Link will have stronger weaponry, tougher armor, and many more hearts in his life gauge!

Treacherous Tower Prizes

Difficulty	# of Floors	Prize
Beginner	5	Rupees
Intermediate	15	Rupees, piece of heart
Advanced	50	Rupees, super lamp
Advanced (2nd time)	50	Rupees, super net

Piece of Heart #24

Super Lamp

Eight times the attack power of your old lamp! Wait, is this a weapon?

Super Net

Eight times the attack power of your old net! Whatever that means!

Treacherous Tower Denizens

- **Floor 1:** Blob
- **Floor 2:** Dark Rat
- **Floor 3:** Rope
- **Floor 4:** Chasupa
- **Floor 5:** Green Soldier
- **Floor 6:** Armos
- **Floor 7:** Poe, Hyu
- **Floor 8:** Red Spear Soldier, Lorule Soldier
- **Floor 9:** Recovery (5 Hearts)
- **Floor 10:** Kodongo
- **Floor 11:** Slarok
- **Floor 12:** Karat Crab, Ku
- **Floor 13:** Pengator
- **Floor 14:** Bari, Biri
- **Floor 15:** Goriya
- **Floor 16:** Taros
- **Floor 17:** Giant Pengator
- **Floor 18:** Gigabari
- **Floor 19:** Recovery (3 Hearts)
- **Floor 20:** Dacto
- **Floor 21:** Rat, Skull Rope
- **Floor 22:** Vulture
- **Floor 23:** Popo
- **Floor 24:** Wizzrobe
- **Floor 25:** Mini-Moldorm
- **Floor 26:** Eyegore
- **Floor 27:** Blue Bow Soldier, Lorule Soldier
- **Floor 28:** Red Spear Soldier, Gold Ball and Chain Soldier
- **Floor 29:** Lynel
- **Floor 30:** Recovery (1 Heart)
- **Floor 31:** Hardhat Beetle, Buzz Blob
- **Floor 32:** Light Ghini, Dark Ghini
- **Floor 33:** Freezor
- **Floor 34:** Chasupa, Sluggula
- **Floor 35:** Recovery (1 Heart), Zazak
- **Floor 36:** Ropa, Zirro
- **Floor 37:** Eyegore
- **Floor 38:** Ice Gimos, Wizzrobe
- **Floor 39:** Ball and Chain Soldier
- **Floor 40:** Recovery (1 Fairy)
- **Floor 41:** Zirro, Red Taro
- **Floor 42:** Stalfos
- **Floor 43:** Bari, Biri
- **Floor 44:** Ice Gimos
- **Floor 45:** Moblin, Lorule Soldier
- **Floor 46:** Zazak
- **Floor 47:** Gimos(Fire, Ice, regular)
- **Floor 48:** Lorule Soldier
- **Floor 49:** Lynel
- **Floor 50:** Moldorm

One Last Chest

After you've finished thrilling the crowd at the Treacherous Tower, save your game and then go south, returning to the area where you fought the Ice Gimos. Look for a small gap in the low south wall here, and drop through to land on a little ledge below.

Merge into the cliff after you land on the ledge, and slide west along the wall. When you reach an indentation in the wall, pop out and drop to the ledge below you. Open the chest you land near to claim a monster tail.

Lorule Chest #12: Monster Tail

You've fully explored this side of Lorule's Death Mountain, but there's still more of the mountain to explore. To do so, however, you first need to return to Hyrule. Climb the long ladder to reach the higher area again, and then drop to the small ledge with the skull, where you discovered your first Lorule Death Mountain Maiamai. Merge into the wall after you land on this ledge and slide east, back into the fissure you used to get here.

Reaching the Ice Ruins

Once you're back in Hyrule, ring for Irene's broomstick and fly to the Tower of Hera. Go east from there, using the Hookshot to zip across the broken bridge. Beware the fire-breathing Lynels that prowl the other side!

Enter the cave near the Lynels, revisiting the giant volcano you navigated on your way to Rosso's ore mine earlier in the adventure. Don't worry, it's a much simpler trip this time!

Simply stand at the south end of the volcano's entry ledge and wait for a platform to arrive from the south. This is the same platform that you used to exit the volcano before, and it quickly carries you all the way down to the volcano's lowest exit, which is right where you need to go.

Step outside when you reach the bottom of the volcano. That was easy! You're back at Rosso's ore mine now, and there's a Great Fairy Fountain to the south if you need respite. Otherwise, head west, past another Lynel, to discover a fissure near a broken bridge.

Enter the fissure to return to Lorule. You emerge near a weather vane, and Princess Hilda calls out to you, welcoming you to Death Mountain. The dark princess reveals that a Sage is hidden nearby, trapped in the cold embrace of some long forgotten ruins.

Maiamai On High

Save at the weather vane, adding the Death Mountain weather vane to your Lorule map. Now you can get here more easily in the future!

Don't use the Hookshot to cross the broken bridge to the west—it's a one-way trip, and you'll only wind up on the other side of the mountain, back near the Treacherous Tower. Go east instead, slaying more Hinoxes, Zirros, and Tektites as you explore this side of the mountain.

Go to the area's southeast corner and notice a little Maiamai that's stuck on the cliff high above. It's too cold to be alone out here—you've got to save it!

Go north a bit to reach higher ground, then merge into the cliff. Loop around to the south to reach the high Maiamai, and pop out of the wall to knock it down to safety.

Lost Maiamai #80

Collect the little Maiamai, then return to the weather vane and save. When you're ready to begin your next ascent of Death Mountain, go north and enter the nearby cave.

Ice Climber

Inside the cave, step onto the narrow block with the snowflake carvings. The block rises when you step aboard, lifting you up to another snowflake block.

Move from one snowflake block to the next as you ascend the cavern, being careful not to fall. Be quick to cut down the one-eyed Chasupas that come flapping around as you ride the third block.

Chasupa

Damage:1 Heart

These one-eyed bats flap madly in Lorule's more treacherous caves, flocking to attack Link much like Hyrule's Keese. They're easily slain but commonly appear in places where battling them is risky due to Link's precarious surroundings.

When you arrive at the fourth snowflake block, merge into it, but do not move. Simply allow the block to lift you up to a fifth block, then pop out to land safely on the narrow fifth block.

Dodge a spiked trap as the fifth block shifts you westward. Merge into the west wall when you reach it, then loop around the wall to reach a ledge with a sign.

Ice Cavern Crossroads

Read the sign to learn that the Ice Ruins lie to the north. Beware: After you read the sign, the nearby Ice Gimos awaken and attack! Knock them off the ledge with some swift swordplay, or simply melt the Ice Gimos with a wave of your Fire Rod.

Merge into the west wall after defeating the Ice Gimos, then loop around the wall and pop out to battle a Big Ice Gimos on the neighboring ledge. Again, use the Fire Rod to dispatch this overgrown foe with ease.

The Ice Ruins lie to the north of the Big Ice Gimos ledge, but let's not head there just yet. Instead, wait for a platform to arrive to the west, then step aboard.

Heading for the Heart

Ride the platform westward, and notice another platform above you. Use the Tornado Rod to boost up onto the higher platform as it passes by overhead.

The second platform brings you to a small ledge. Step off and wait for another platform to arrive from the north. (Ignore the southern platform.) Board the northern platform and ride it northward.

Cross onto another platform when it moves close, then use the Tornado Rod again to boost onto the higher platform ahead while it moves southward. Repeat this to land atop the next platform ahead, and be ready to slay more Chasupas when you land.

The final platform brings you to a ledge. Head through north door to step out into the cold Death Mountain air.

You emerge on a small, snow covered ledge, right near a fissure pillar. Merge into the pillar and slip through the fissure to return to Hyrule.

When you arrive back in Hyrule, you find yourself high atop Death Mountain, near a piece of heart you couldn't have reached before. Collect this precious prize and then travel back through the pillar's fissure, returning to Lorule.

Piece of Heart #25

Going for the Gold

Back in Lorule, reenter the ice cavern and backtrack southward along the moving platforms, heading for the previous ledge. Even though you're descending the platforms, you must still use the Tornado Rod to move between them (use it while they're moving northward).

Keep going until you reach the previous ledge. (Not the ledge with the Big Ice Gimos—the ledge to the west of that one.) This time, wait for a platform to slide in from the south, and step aboard.

Cross onto another platform when it draws near, then use the Tornado Rod to boost up to a third platform while it passes by overhead.

The high third platform brings you to a ledge. Step onto the ledge and slay the swarming Chasupas before heading through the southern door.

The door leads back outside, to a small outdoor ledge. Quickly merge into the north wall—it's not long before the raging Hinoxes on the hill above you begin hurling down snowballs!

Slide eastward along the wall, heading for a nearby ledge with a chest. Pop out and plunder the chest to score a valuable Gold Rupee.

Lorule Chest #13: Gold Rupee

Quickly merge back into the wall after pocketing the Gold Rupee—those overhead Hinoxes are really letting loose! Slide back to the west a bit and then exit from the wall so that you drop and land on a ledge below you. Hurry and smash the skull here to discover a hiding Maiamai.

Lost Maiamai #81

To the Ice Ruins

Lorule's Death Mountain has been a real blast, but it's time to complete this epic world tour. After rescuing the aforementioned Maiamai, take shelter from the overhead Hinoxes' snowball barrage by ducking into the nearby cave.

You're back inside the ice cavern. How about that! Ride a series of narrow snowflake blocks on your way back to the ledge with the Big Ice Gimos. Merge into the final snowflake block, then slip around to its north side and exit onto the ledge. Burn down that Big Ice Gimos with a quick flick of your Fire Rod!

With the Big Ice Gimos gone, wait for a narrow snowflake block to arrive to the north, then step aboard.

Now simply move from one snowflake block to the next as you're lifted up to a high ledge. Beware of spike traps and Chasupas along the way—they can be tough to avoid!

Catch your breath on the ledge before stepping onto the next narrow block to the east. Ride across several more narrow blocks that follow, being careful to stand where the spike traps can't hit you.

Chasupas add to the chaos as you near an eastern ledge. Try to avoid them until you can move onto the ledge, then punish them for their meddling before heading outside.

Last of the Loot

You've made it! You've survived the ice cavern and have emerged just west of the Ice Ruins. Before heading east to check out the ruins, go west and melt a trio of Big Ice Gimos with a flick of your Fire Rod.

With the Ice Gimos gone, head west to find a few skulls (one of which is actually a Stahl) and a chest. Crack open the chest to claim some cold, hard cash.

Lorule Chest #14: Silver Rupee

All right, you're almost done here. Backtrack to the east and go past the ice cavern's entrance to at last discover the fabled Ice Ruins. Cut down the surrounding monsters, then merge into the Ice Ruins' outer wall and knock down a poor stuck Maiamai.

Lost Maiamai #82

Activate the weather vane in front of the Ice Ruins and save your game. That's a wrap! Nice climbing.

Choose Your Path

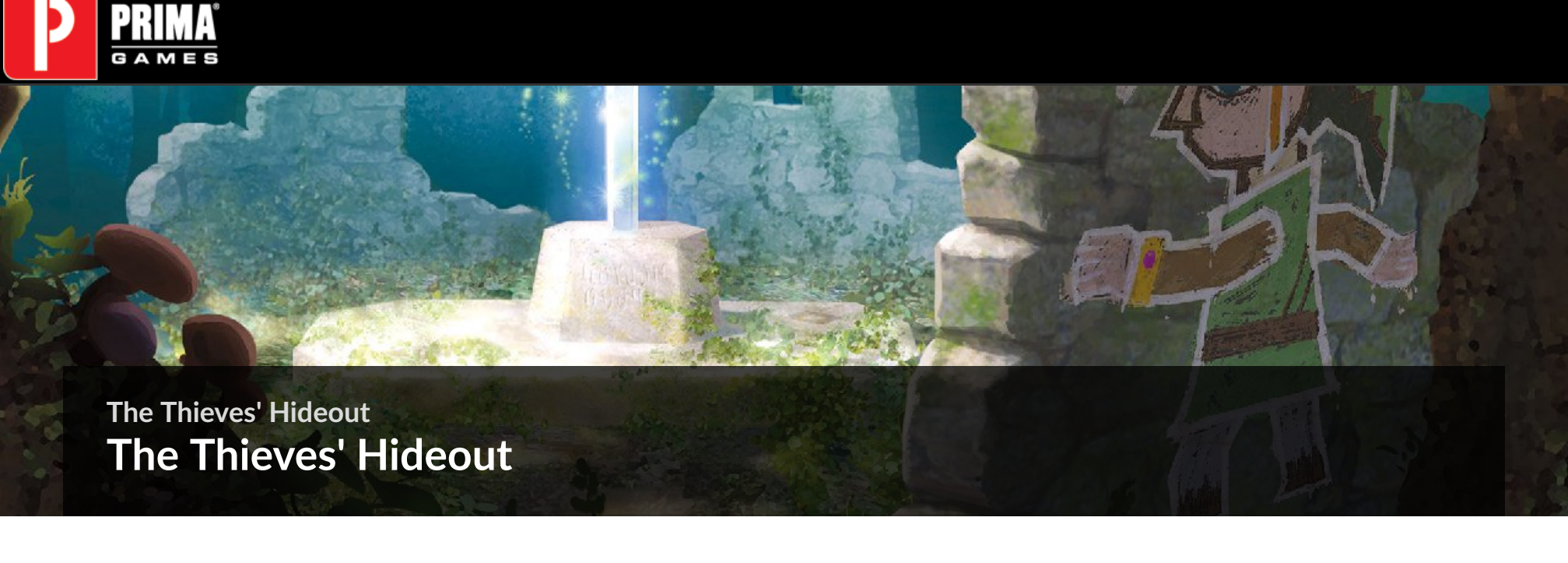
You've given Lorule a thorough once-over—now it's time to solve its dungeons and rescue the Seven Sages that Yuga has captured. First, make sure you're fully prepared for the trials ahead. Upgrade as many items as possible, and fill your bottles with helpful potions and fairies. Give yourself every advantage going forward!

Once you're ready, save your game and then decide your next course of action. You can tackle Lorule's seven dungeons in any order, but each dungeon holds a special item, and some of these items are worth finding sooner rather than later. We therefore recommend that you continue to follow along with this walkthrough and complete the dungeons in the order they're presented from this point forward.

Spoiler alert! The following table reveals the order in which we'll be tackling Lorule's dungeons, along with the Sage and special item that are found in each dungeon. **If you'd rather not know what awaits you in each dungeon, don't look at this table!** Just keep following the walkthrough, and you'll discover each dungeon's secrets as you go.

Lorule Dungeon Breakdown (Beware of Spoilers!)

Dungeon Name	Dungeon Location	Sage	Special Item	Special Notes
Thieves' Hideout	Thieves' Town	Osfala	Master Ore #1	Saving Osfala first allows Link to obtain the Sand Rod from Ravio, helping him explore more of Hyrule and Lorule and obtain lost Maiamais that are hidden under sand.
Desert Palace	Misery Mire	Irene	Titan's Mitt	The Titan's Mitt allows Link to complete his exploration of Hyrule and Lorule. He'll discover another Master Ore (#2) and the remaining Lost Maiamais in the process. This lets him upgrade the Master Sword, along with all of his other weapons.
Skull Woods	Skull Woods	Seres	Master Ore #3	Obtaining the Master Ore from this dungeon moves Link one step closer to fully upgrading the Master Sword.
Dark Palace	Dark Ruins	Gulley	Master Ore #4	Obtaining this final Master Ore lets Link fully upgrade the Master Sword.
Swamp Palace	Southern Ruins (Lorule)	Oren	Blue Mail	The blue mail halves the damage that Link suffers, making him twice as tough to defeat.
Turtle Rock	Lorule Lake	Impa	Hylian Shield	The Hylian Shield allows Link to block magical attacks, and it cannot be devoured by Like Likes.
Ice Ruins	Death Mountain	Rosso	Stamina Scroll	The Stamina Scroll lengthens Link's energy gauge, helping him perform more actions in a row before he becomes exhausted.



The Thieves' Hideout

The Thieves' Hideout

Entering the Dungeon

The entrance to the Thieves' Hideout lies at the north end of Thieves' Town. But to enter the dungeon, you must learn to sing the proper lyrics to the ultra-secret-thief-password song! How hard could it be?

Speak to everyone you meet in Thieves' Town, and notice that some of the townsfolk will sing you a tune. Pay heed to the lyrics sung by the Bard in the Milk Bar, the Bag Guy in the Item Shop, and the Veteran Thief who lives in the house west of the Fortune's Choice game.

After listening to each villager's song, return to the Thieves' Hideout's entrance and knock on the door. Sing each verse as follows to complete the ultra-secret-thief-password song and gain entry to the dungeon:

1. "I'd rather be on a cliff, walkin' **a narrow path**."
2. "Y'think knowledge is power, but it's **really despair**."
3. "This accursed life sets me right back **to thievin'**!"

Room 1: Entry Hall

Inside the Thieves' Hideout, a Spear Boy stands watch over the wide entry hall. Mistaking Link for a new recruit, the Spear Boy promptly leaves his post. Later, kid!

The dungeon's big door stands to the east, and there's a big chest up north, but you can't reach the chest at present. You could drop from the central walkway to reach Room 9 on floor B2, but let's first explore this floor. Go through the southwest door to reach Room 2.

Room 2: Gimos Gates

This room features a number of Gimos statues, but don't worry—none of them will spring to life! Merge and slip into the northeast holding cell to reach a chest.

Thieves' Hideout Chest #1: Purple Rupee

Leave the cell and then strike the room's central crystal to raise the nearby bars. Interesting! Merge past the bars afterward and head for the room's southwest corner.

Two lifeless Gimos statues stand in the room's southwest corner. With the aforementioned crystal switch activated, the bars that block these statues remain lowered. Grab and pull one of the Gimos out of the corner.

Pull the Gimos statue northward, heading into the narrow northwest passage. A trap fires arrows into this passage, so pull the Gimos up the passage, using it to block the arrows. Keep going until you position the Gimos atop a pressure plate at the passage's north end.

Merge into the wall and slide out of the passage to avoid being hit by arrows. Return for the other Gimos statue and pull it toward the crystal you activated before.

Merge past the bars near the crystal and strike the crystal again to lower them. Grab and move the Gimos onto the central passage's pressure plate, north of the crystal.

With the two Gimos statues in place, return to the cage with the treasure chest and stand on the third pressure plate. When all three pressure plates are depressed, the north door opens. Head north into Room 3.

Room 3: Conveyor Belts A

Slay the lone Zazak that guards this room. Take note of a chest above you and two switches on the floor. You can't do much here at present, so continue north into Room 4.

Zazak

Damage:2 Hearts

Zazaks are large, blue-skinned lizard-monsters that challenge Link at several points within the Thieves' Hideout. They stalk Link relentlessly, aiming to grab him. Zazaks are tough, but easy to handle in small numbers due to their slow, predictable movements. When you encounter larger groups of Zazaks, use the Tornado Rod or Ice Rod to stun them.

Room 4: High Walkways

Merge along the walls to reach this room's northern stairs, which lead down into Room 5 on the second basement floor. Or simply fall from Room 4's walkways to land in Room 5 without taking the stairs. It's up to you!

Room 5: Conveyor Belts B

This room lies directly below Room 4, and it features a number of wide conveyor belts. The northern crystal controls the belts' direction—whack this switch to change the direction the belts are moving. (You can also hit this switch from Room 4 upstairs by using the Ice Rod.)

Before heading south across the conveyor belts, take the northeast stairs to reach a chest on a high balcony. Open the chest to collect another purple prize.

Thieves' Hideout Chest #2: Purple Rupee

After pocketing your Purple Rupee, head back downstairs and cross the conveyor belts. Pass through the southern door to reach Room 6.

Room 6: Belts and Bawbs

Beware: Volatile Bawbs continually spawn in this small chamber. A few Sluggulas are also encountered here. Slay the Sluggulas, but beware the Bawbs—they explode a few moments after they're hit!

Note

Instead of hopping on the conveyor belt to reach the switch in the southeast corner of the room, you can stand below the switch and activate the door switch in the southwest corner of the room by using a well-timed Nice Bomb, and skip the southeast entirely

Bawb

Damage:1/2 Heart

These explosive foes follow Link around a room, and the slightest touch sets them off. Bawbs behave like bombs once they're struck, flashing red for a few moments before they explode. Like bombs, Bawbs can be picked up and thrown just before they explode. Bawbs will continue to respawn in any room in which they're found, so you can never truly defeat these dangerous but useful foes.

Sluggula

Damage:1 Heart

These giant slugs move slowly, leaving a trail of slime—and bombs—behind them. Beware of Sluggula's bombs, and be quick to cut down these easy targets before they can cause too much mayhem!

To solve this room, climb onto the northern conveyor belt. Ride the belt and merge into the north wall just before you fall into the east pit.

Slide around the corner and go south to reach a ledge. Pop out of the wall and strike the ledge's crystal to change the direction of the southern conveyor belt.

Drop from the ledge after activating the crystal and strike the roaming Bawb. Quickly press to pick up the Bawb, then press again to toss it onto the southern conveyor belt. Don't worry if you miss; more Bawbs will appear. You can also use your own bombs if the Bawbs are giving you a hard time.

The conveyor belt delivers the Bawb (or bomb) to another crystal. When the Bawb (or bomb) goes boom, it triggers the switch, opening the southern door. Nice! Go through to visit Room 7.

Room 7: Trap Floor

This room is totally empty except for the crystal near the west wall. Stand near the crystal and strike it, then watch as the whole center of the room falls out. Whoa! Hit the crystal again to restore the floor, then proceed through the east door to Room 8. You'll use Room 7's trap floor later!

Room 8: Prize Plaques

Some large, stone plaques stand a silent vigil in this small hall. Merge into the plaques to collect the hearts and Rupees that are painted on them. Go through the north door to visit Room 9.

Room 9: Prison

This large room features several holding cells. Hey, one cell has a prisoner inside! Merge and enter the prisoner's cell by slipping through its north bars.

The prisoner is called Thief Girl, and she knows where the Sage is being held. She agrees to tell you where to find the Sage if you help her escape. Sounds like a deal!

Claiming the Compass

To free the Thief Girl, you need to find a key. A compass sure would be nice right about now, wouldn't it? Step on the floor switch inside the Thief Girl's cell to open a door to the west.

Merge and exit the Thief Girl's cell, then slip into the neighboring cell to the north. Slay a Stalfos inside the north cell and then loot the chest here to find the dungeon's compass. Score!

Thieves' Hideout Chest #3: Compass

Bawb's Cell

Exit the cell after claiming the compass and then pass through the west door, which you recently opened via the floor switch. Merge and enter the west cell by slipping past the bars.

Beware: The west cell is home to dangerous Bawbs! Use one of these explosive foes to blast open the cracked north wall, or simply use a bomb of your own. Either way, blast that cell's north wall to bits!

With the north wall bombed, pass through the opening and then enter a narrow secret passage in the west wall. Go south along the passage, heading for the room's southwest cell.

Elevator Blocks

The southwest cell features some lowered red blocks and a blue crystal. Stand on the lowered red blocks and strike the blue crystal to change its color to red. The red blocks then rise, lifting you up to a higher ledge.

Stand on the ledge's lowered blue blocks and strike the nearby red crystal. The crystal turns blue, and the blue blocks rise, elevating you to the top of the cells.

Carefully go north along the tops of the cells, heading for the northwest cell. There are more colored blocks in this cell, but there's no need to adjust them. Simply drop into the northwest cell, equip the lamp, and then head through the nearby door to visit Room 10.

Room 10: Small Key Storage

This room is pitch black. Worse, it's filled with a host of sinister Eyegores! Stand your ground and slash madly with Link's sword, keeping the monsters at bay. Unleash the Tornado Rod or Ice Rod to stun several Eyegores at once.

When the Eyegores are no more, a portal appears, and the northern chest lowers within your reach. Open the chest to collect a small key, then use the portal to warp back to the dungeon's entrance and save your game back in Thieves' Town.

Thieves' Hideout Chest #4: Small Key

Room 9 (Revisited)

Travel back through the portal to return to Room 10, then go south, returning to Room 9. Use the crystals and colored blocks to rise out of the northwest cell, then return to the Thief Girl.

Use the small key you found in Room 10 to free the Thief Girl. Nice work! Now you've just got to get her out of here!

Great Escape

Press while standing near the Thief Girl to invite her to follow you. She won't make a move otherwise! (If there's trouble about, you can also press again to tell the Thief Girl to wait someplace safe.)

The south door slams shut as you exit the Thief Girl's cell. You're sealed in! Perhaps there's another way out...

Go north to find a pair of floor switches near the room's sealed northeast door. Lead the Thief Girl onto one switch, then press to have her wait there. Move Link onto the other floor switch, and the northeast door opens. Invite the Thief Girl to follow you again, then hurry through!

Room 11: Zazak Trap

Link and the Thief Girl become trapped as they enter this room, falling ambush to a mob of Zazaks. Beware: These evil creatures will carry the Thief Girl back to her holding cell if they manage to catch her! Keep Link between the Thief Girl and the Zazaks, and beat back the Zazaks with swift swipes of his blade. The Tornado and Ice Rods are also quite useful in this fight. Descend the north stairs after the battle to reach the third basement floor.

Room 12: Precarious Paths

This long room features multiple pathways. Merge past the first gap and step on a floor switch to extend a platform for the Thief Girl.

Merge past the bars that block your path, leaving the Thief Girl behind. Slay the enemies beyond the bars, then swim over to the room's west side.

Building Bridges

Climb some steps to return to dry land, then go north to locate a bridge that's leaning against the wall.

Merge into the wall and slip behind the bridge, then pop out to knock the bridge over. The bridge falls over the nearby gap, creating a means for the Thief Girl to join you.

Cross the bridge and grab the Thief Girl, then lead her back across the bridge. Go south to locate a pair of floor switches near the water. Position Link on one switch and the Thief Girl on the other.

With both floor switches triggered, some bars lower to the south. Leave the Thief Girl behind again and swim south, past the lowered bars.

Levers and Switches

Swim over to a lever and climb out of the water. Grab and pull the lever out from the wall to drain the water from the room. Now the Thief Girl can join you!

Backtrack to the north, but don't regroup with the Thief Girl just yet. Instead, merge and slip into the central cell to reach a treasure chest that was previously underwater.

Thieves' Hideout Chest #5: Silver Rupee

Now lead the Thief Girl back to the south. Use the blue blocks and crystal near the lever to lift Link and the Thief Girl up to the lever's ledge.

Move the Thief Girl onto the lowered red blocks to the south. Leave her here and merge into the south wall, then slide around the wall to reach the south end of the room.

Merge into the east wall and knock down another leaning bridge in the southeast corner. Cross the bridge to reach more lowered red blocks and a switch.

Stand on the red blocks and strike the switch. Both you and the Thief Girl are lifted up by the red blocks. Now you can lead her out of here!

Zazak Ambush

Beware: As you lead the Thief Girl onto the south red blocks, more evil Zazaks appear! Leave the Thief Girl on the raised red blocks for safety as you drop down to battle the blue-skinned brutes. Or, if you prefer, simply toss bombs down at them from the safety of the raised blocks!

Secret Treasure

After slaying the Zazaks, hit the crystal to lower the red blocks and bring the Thief Girl down to your level. Before springing up the eastern stairs, position Link and the Thief Girl on the two nearby floor switches.

With both floor switches activated, the room's west wall slides away, revealing a secret passage. Incredible! Run down the passage, collecting a number of Rupees on your way to a giant chest. Open the chest to claim the Thieves' Hideout's most precious treasure: Master Ore!

Thieves' Hideout Chest #6: Master Ore

Master Ore #1

Collect these and give them to the Blacksmith, and he'll strengthen your sword.

With the Master Ore in your possession, backtrack to the south and lead the Thief Girl up the southeast stairs to return to the second basement floor.

Room 13: Divided Room

A tall wall splits this room into two halves. Move the Thief Girl onto the floor switch, then leave her there and climb the southeast stairs to reach a walkway.

Merge along the wall to slip past the gap in the walkway, then keep going until you reach a high floor switch. Step on this switch to open the door in the room's central wall.

Look out! After you open the room's central door, a pair of Zazaks appear. Quickly drop from the walkway and protect the Thief Girl. Keep one of the Zazaks stunned while you slay the other.

After cutting down the Zazaks, proceed through the door to visit the room's west side. Hey, there's a chest over here! Open the chest to score some monster guts.

Thieves' Hideout Chest #7: Monster Guts

Room 7 (Revisited)

Go through Room 13's southwest door after looting the chest, returning to Room 8. Cut straight through to return to Room 7, and immediately go north through the door. If you linger in Room 7, many more Zazaks ambush you.

Wow, that's a whole lot of Zazaks! But you can defeat them all in a blink if you're quick. Hurry and lead the Thief Girl over to the west alcove, then strike the crystal to make the center of the room's floor drop out as you did before. If you time it right, all of the Zazaks will fall into the pit!

Room 6 (Revisited)

Restore Room 7's floor after dumping the Zazaks, then head north to revisit Room 6. Carefully defeat each Bawb and Sluggula you encounter as you lead the Thief Girl through this dangerous chamber, heading for the north door to Room 5.

Room 5 (Revisited)

More Zazaks try to take you by surprise in Room 5. Depending on the direction of the conveyor belts, you may have an easy time knocking them into the east pit. Defeat all of the Zazaks so you may safely lead the Thief Girl up the northern stairs, returning to the first basement floor.

Room 4 (Revisited)

Carefully guide the Thief Girl across this room's narrow walkways, using the fans' gales to blow her across the gaps. (You may need to merge around and step on the floor switches to activate the fans.) Keep going until you reach the south door to Room 3.

Room 3 (Revisited)

This room's lone Zazak is back. Show it no mercy, then trigger both of the room's floor switches with the help of the Thief Girl.

With both floor switches activated, the northeast wall slides away, exposing a chest. Stroll over and claim your Silver Rupee reward!

Thieves' Hideout Chest #8: Silver Rupee

Room 2 (Revisited)

You can't reach Room 3's remaining chest, so head south into Room 2. Surprise! More Zazaks leap out in ambush here. Have the Thief Girl wait in the north passage while you make a stand against the Zazaks, then lead her east into Room 1 when it's safe to do so.

Room 1 (Revisited)

Just when you think you're out of danger, the entry door to the Thieves' Hideout slams shut. You're sealed in! Looks like you'll have to open that big door after all.

Cross the north walkway to reach the big chest you noticed when you first entered the dungeon. Leave the chest be for the moment and go through the nearby northwest door to return to Room 3.

Room 3 (Third Visit)

Room 1's northwest door leads you to a high ledge in Room 3, right near the room's remaining chest. Open it to plunder a Purple Rupee.

Thieves' Hideout Chest #9: Purple Rupee

Room 1 (Third Visit)

Return to Room 1 with your Purple Rupee tucked away, and work with the Thief Girl to trigger the two floor switches at the room's north end. Once both switches have been activated, the nearby plaque slides back and forth between the big chest and the nearby ledge.

You know what to do! Scale the east steps to reach the ledge and then merge into the plaque when it slides near. Ride the plaque over to the big chest, then pop out.

The big chest contains the Big Key. That's your ticket out of here!

Thieves' Hideout Chest #10: Big Key

With the Big Key in your possession, lead the Thief Girl back to the big door. Steel yourself for whatever may lie on the other side before going through.

Boss Battle: Stalblind

The big door slams shut as Link enters the final chamber, cutting him off from the Thief Girl. Not good! Worse, the chief thief soon makes its dramatic appearance: it's a monstrous skeleton named Stalblind!

At first, Stalblind favors a defensive approach. The monster keeps its massive shield held high, blocking all of Link's attacks.

Stalblind's shield sure looks a lot like those plaques you've been seeing around the dungeon, doesn't it? Merge into the shield, and Stalblind will lose track of you. The monster then spreads its arms wide in search of Link, unwittingly moving you into attack position!

Pop out of the shield after Stalblind spreads its arms, and you'll be right behind the boss. Unleash the full fury of Link's blade against Stalblind's vulnerable backside!

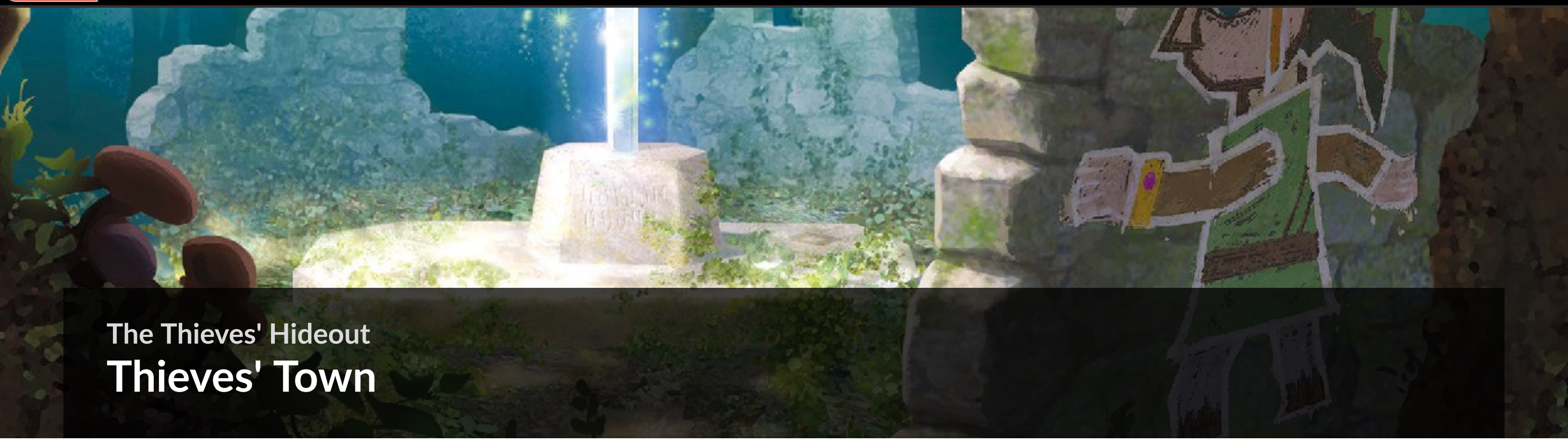
Stalblind soon recovers, and begins to spew out a hazardous black substance. Keep away from the monster while you wait for this attack to cease, then attack Stalblind to make it raise its shield once more.

Again, merge into Stalblind's shield so you may slip behind the boss and inflict more damage. After suffering enough of this, Stalblind smartens up and throws away his shield.

After losing its shield, Stalblind attacks with greater ferocity. Dodge all of its mighty sword strikes and look for opportunities to slip in and counter with your own blade. Ranged weapons such as the bow are also effective now that Stalblind has no shield.

When Stalblind nears defeat, the boss's head separates and begins chasing after Link, spewing out more icky black stuff. You now have two things to worry about: Stalblind's body and its head. The head can't be stunned or harmed, so focus on attacking Stalblind's body while you avoid its wild sword strikes.

Keep punishing Stalblind's body until the boss finally falls. You've done it! The Thief Girl soon arrives to congratulate you, then leads you outside.



The Thieves' Hideout

Thieves' Town

A Deal’s a Deal

Back in Thieves’ Town, the Thief Girl proves to be as good as her word. She leads Link to a small house that was always locked before. Inside the house, Link discovers a precious heart container and the painting of Osfala, Sahasrahla’s headstrong apprentice. Collect the heart container, then touch Osfala’s painting to rescue the Sage!

Osfala’s Rod

Upon touching Osfala’s painting, Link and the Sage are both whisked away to an otherworldly realm. Osfala now realizes that Link is indeed the hero of legend, and gladly parts with the Sand Rod he’s been holding onto all this time. Score!

Rented Sand Rod

If the ground in front of you is sand, you can conjure up a giant wall! Cost: 30 Rupees.

After speaking with Osfala, step into the portal that appears to return to Thieves’ Town. Before Link can act, Ravio’s assistant, Sheerow, suddenly swoops by and snatches away the Sand Rod. Why, that little...!

Reclaim the Sand Rod

Fly to the Vacant House and save your game before slipping through the fissure to return to Hyrule. You’ve got to get that Sand Rod back!

Back in Hyrule, save again and then enter Link’s House to visit Ravio. Sure enough, the Sand Rod is now on display. Buy the Sand Rod if you’ve got the Rupees; otherwise, simply rent it for now. It’s the last of Ravio’s tools!

Sand Rod

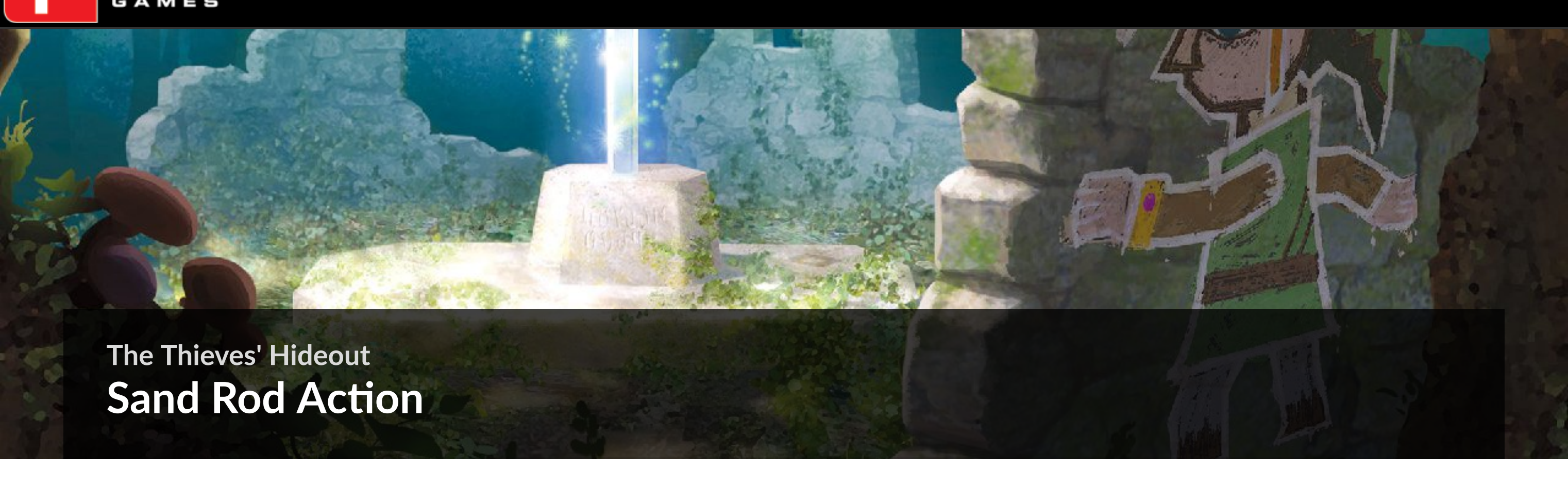
If the ground in front of you is sand, you can conjure up a giant wall! Cost: 800 Rupees.

The Thief Girl’s Hideout

After reacquiring the Sand Rod, travel back through the fissure to return to Lorule. Save at the Vacant House, then go south, into the Southern Ruins. Look for a cave along the Southern Ruins’ north wall.

This cave was empty before, but now it’s home to the Thief Girl. Well, it sure beats that smelly prison cell! Chat up the Thief Girl, then open the chest that she’s so kindly prepared for Link as thanks for her rescue.

Lorule Chest #15: Silver Rupee



The Thieves' Hideout

Sand Rod Action

Make the Sand Rod Even Nicer

Your newfound Sand Rod is quite powerful, but it can be upgraded to become even more useful, just like any other item you buy from Ravio. Visit Mother Maiamai and have her upgrade the Sand Rod if you can—it's about to get a workout!

Nice Sand Rod

Lets you make and break your own sand pillars!

Kakariko's Last Secret

Whether or not you've upgraded the Sand Rod, fly with it to Kakariko Village. Go south from the weather vane, heading for the village's cucco pen.

Pass through the small house to get inside the cucco pen. Listen carefully, for cries can be heard coming from the nearby patch of sand.

Stand before the sand and wave the Sand Rod. A massive pillar of sand rises up, elevating a hidden Maiamai. How about that! Collect the Maiamai after the sand pillar collapses.

Lost Maiamai #83

Head for the Desert

It's finally time to explore Hyrule's southwest desert. Previously, you could only explore the desert's entry area, which lies west of the Southern Ruins—but now you've got the Sand Rod! Go south from Link's House to reach the Southern Ruins, then take a narrow west passage to reach the desert's entry.

We've searched the desert's entry before, but there's a fissure here now. Merge into the wall and travel through the fissure to visit Lorule.

In Lorule, the sandy desert is replaced by a dreary bog known as Misery Mire. Because this is your first visit to Misery Mire, Princess Hilda pipes up with some useful advice, mentioning that the Sand Rod is needed to fully explore this region. No problem, princess!

Before going west into the heart of the mire, let's explore the nearby cave to the northeast. You'll find the excursion to be quite profitable!

Treasure Hunter Cave #6

You need the Sand Rod and Tornado Rod to reach this cave's precious treasure, and it helps if your Sand Rod is upgraded. Begin by running around the cave's sandy floor, stepping on six different floor switches. You'll need to merge past a gap in the floor to reach the northeast switch.

After all six floor switches have been triggered, the west wall's fan begins to blow. Now you're ready to go after that treasure!

Return to the entry ledge, stand near the Treasure Hunter, and face north. Wave the Sand Rod to make long wall of sand rise up from the ground below. Neat!

Run north along the top of your sand wall, merging and slipping around the solid wall that gets in your way. Hurry to the northern ledge before your sand wall crumbles. (You don't need to hurry if you've upgraded to the Nice Sand Rod, because its sand walls won't fall until you use the rod again.)

Loop around the ledge and stand right below the west fan's powerful gale. Wave the Sand Rod again to extend a long sand wall to the east, directly below the fan's draft.

Run east along your sand wall until a solid wall blocks you. Quickly use the Tornado Rod to boost Link upward, and the fan's draft will blow him past the wall.

As soon as you're past the wall, run to the end of your sand wall and merge into the next solid wall ahead. Slide north (left) to reach another ledge.

You're doing great! Go east and then south along the ledge, heading for another fan in the east wall. This fan isn't blowing yet, so you need to activate it.

Merge into the east wall near the fan and then slide southward to reach another nearby ledge. Step on the floor switch you find here to start the east fan blowing.

Good work! Now it gets tricky. Merge and return to the previous ledge. Leave the east fan alone for the moment and backtrack north and then west along the ledge. When you reach the ledge's far end, face south and use the Sand Rod to raise another wall of sand.

Quickly run back to the east fan and use the Tornado Rod to boost up into its draft. The fan blows you westward, over a wall, and onto the sand wall you've just formed.

Way to go! Now simply run south along your sand wall to reach the cave's treasure chest. Flip its lid to score a glimmering Gold Rupee.

Lorule Chest #16: Gold Rupee

Into the Mire

Exit the Treasure Hunter Cave with your Gold Rupee and go southwest, following the murky water into Misery Mire.

Go up the north stairs when you reach the mire, and save at the nearby weather vane. This adds the Misery Mire weather vane to your map.

Drop from the ledge after saving your game, and spy a little Maiamai that's stuck to the nearby wall. Merge and free the lost tyke.

Lost Maiamai #84

Beware the Swamolas that emerge from the mire as you head north. Nearby, two tall rocks each feature a fissure. Merge into the east rock and enter its fissure to return to Hyrule.

Swamola

Damage:1 Heart

These large worms leap up from Misery Mire, hoping to snatch a tasty snack with their massive mandibles. Swamolas are best avoided, but Link can defeat them if he's quick to strike after they've emerged. Try using the Ice Rod to stun and defeat Swamolas.

Desert Explorations

When you emerge from the tall rock's fissure, you find yourself smack in the middle of Hyrule's southwest desert. Watch out for Vultures and Geldmen as you explore this searing area.

Vulture

Damage:1/2 Heart

These dirty birds are perched all around Hyrule's desert, just waiting to swoop down and strike when Link passes by. Vultures are similar to Crows and Dactos, except that you must avoid their dive attack and then counter after they've missed. Listen for the Vulture's telltale scream as it circles, then dodge its imminent dive and counter. Or simply knock these pests from the sky with the Ice, Fire, or Tornado Rods!

Geldman

Damage:2 Hearts

The desert's shifting sands are home to frightening enemies known as Geldmen. With little warning, these sand monsters emerge from the dunes and attack. It's best to keep away from Geldmen, but they're vulnerable to any of Link's weapons. If you must battle a Geldman, try stunning it first to make it easier prey.

First things first: A Maiamai is crying out from the nearby dunes. Use the Sand Rod to find the little fellow, who's hiding right between the two tall fissure rocks (a little to the south of them).

Lost Maiamai #85

Have a Heart

Go north from the fissure rocks and scale some nearby stairs. Face east when you reach the top and wave the Sand Rod to create a wall of sand to the neighboring ledge.

The sand wall is too tall to walk across, but that's no problem for Link. Merge into the sand wall and slide over to the east ledge.

Go up the east ledge's stairs to reach a higher vantage. There's a fissure in the north wall, but it's covered by loose rocks. To expose the fissure, throw bombs at it to blast away the rocks. (Set down a bomb, then press to pick it up and again to throw it.) Kerblam!

After blasting away the loose rocks, merge into the north wall and slide into the fissure.

You're now back in Lorule's Misery Mire, standing on a high ledge near a piece of heart. What a pleasant surprise!

Piece of Heart #26

Two More Maiamais

Drop from the ledge after collecting the piece of heart and begin swimming through the mire. Go south and then west to locate an underwater Maiamai near the mire's west end. Dive and rescue the little guy—mire's bottom is filthy!

Lost Maiamai #86

Swim back through the mire, returning to the twin fissure rocks. Go through either fissure to return to Hyrule.

Back in the desert, sprint to the top of the cliff with the Desert Palace Weather Vane. Another Maiamai is hiding under the sand around here—listen for its cries and use the Sand Rod to rescue it.

Find a Fountain

Backtrack through the desert after rescuing the final Maiamai. Scale the steps in the desert's southeast corner to reach a ledge with a small puddle.

Face west from the puddle and wave the Sand Rod to extend a short wall of sand to the nearby pillar. Cross the sand wall to reach the top of the pillar.

From the top of the pillar, face west and use the Sand Rod again to build another wall of sand leading westward. Cross over to reach a small ledge.

Slay the Vulture that's perched on the ledge, and notice a high fissure on the wall to the west. Ignore this fissure for now and equip the Hookshot, then face north and use the Sand Rod again to raise a wall of sand northward.

Sprint across the sand wall and spy a peg atop the nearby fissure rock. Latch onto the peg with the Hookshot to zip over and reach the top of the rock.

Nice work! Now face east and build a sand wall to reach the next fissure rock. From there, raise another sand wall to reach an eastern ledge.

Hey, there's a cave up here! Head inside and see what you find.

It's a Fairy Fountain! This one's not easy to reach, but take the opportunity to rest up and bottle some fairies now that you're here.

Reaching the Desert Palace

You've given Hyrule's desert and Lorule's Misery Mire a thorough search now, and it's time to be moving on. Return to the desert's southeast ledge, which features a small puddle, and use the Sand Rod again to reach the pillar and ledge to the west.

This time, merge into the wall and slide into the high fissure that's west of the ledge. You'll emerge on a high ledge that overlooks the Misery Mire.

Moblin Walkways

Back in Lorule, cross a few footbridges, moving clockwise around the mire's high ledges. Be careful not to fall as you battle several Moblins along the way. For safety, use the Hookshot to stun the Moblins and rip away their shields.

You soon come to another fissure in the mire's southwest corner. Slip inside to return to Hyrule.

Desert Palace Approach

You're now back in the desert, standing on a high ledge. To advance, use the Sand Rod to build walls of sand that let you travel between the desert's stone pillars. Begin by facing east and raising a sand wall to the nearby pillar.

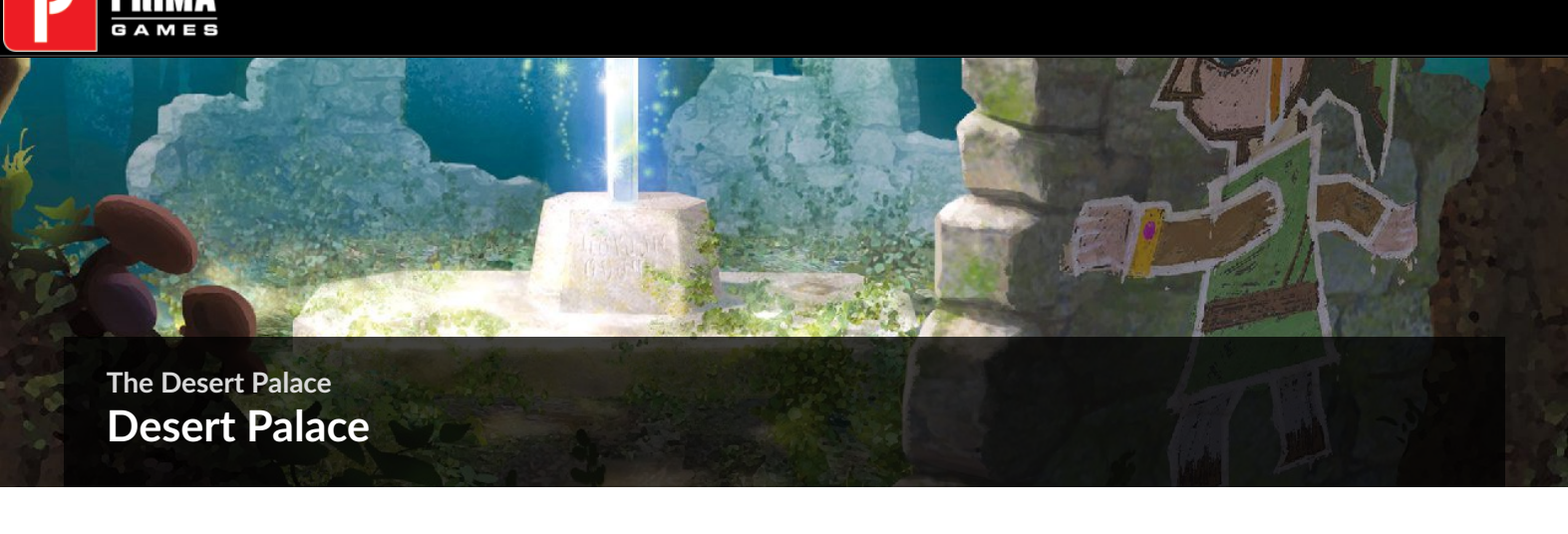
Cross over to the next pillar to the east, then face north and stretch a sand wall toward the northern pillar.

When you reach the northern pillar, face west and raise a sand wall so that you may reach the neighboring pillar with the Red Rupee on top.

Collect the Red Rupee, then face north and create one final sand wall. Cross the sand wall and merge into the north cliff, then slide westward to collect a few painted Rupees on your way to the Desert Palace.

The Desert Palace isn't much to look at, for this once-great oasis has fallen to ruin. Looks aren't really important, of course, because the Desert Palace is actually a dungeon! Save at the weather vane to add it to your map. Use the Sand Rod to discover a hidden Maiamai just south of the weather vane, then extend a sand wall northward and enter the Desert Palace.

Lost Maiamai #87



The Desert Palace

Desert Palace

You cannot reach the Desert Palace without the Sand Rod. Clear the Thieves' Hideout dungeon first, and you can rent (or buy) the Sand Rod from Ravio afterward. We strongly recommend that you buy the Sand Rod and upgrade it with Mother Maiamai's nice magic before attempting this dungeon!

Sands of Time

The regular Sand Rod's walls collapse after several seconds, forcing you to move decisively at times. Once upgraded, however, the Nice Sand Rod's walls will not crumble over time. Instead, each wall remains in place until you use the rod again, letting you take your time as you explore.

Once you've obtained the Sand Rod, head for Hyrule's southwest desert. Slip into the fissure in the desert's entry area to visit Lorule's southwest swampland, known as Misery Mire.

Go west into Misery Mire, then pass through another fissure in a tall rock to return to Hyrule's sweltering desert.

Back in the desert, go southeast and climb some stairs to reach a ledge with a small puddle. Face west and use the Sand Rod to raise a sand wall that leads over to the nearby pillar.

Run across the top of the sand wall to reach the pillar, then raise another sand wall to the west. Cross this wall as well to reach a small ledge.

Merge into the ledge's wall and go west to reach a high fissure. Travel through this fissure to return to Lorule.

Back in the Misery Mire, slay Moblins as you navigate a series of wooden footbridges. Enter the fissure that you discover on the southwest ledge to return to Hyrule.

Back in the desert, use the Sand Rod to reach the top of the east pillar, then use the rod again to reach the pillars to the north.

Use the Sand Rod to reach the pillar with the Red Rupee on top. From there, face north and raise another wall of sand, then cross over and merge into the north cliff.

Slide to the west and wrap around the cliff's corner to at last reach the Desert Palace. Exit from the wall and save your game at the weather vane.

Go north from the weather vane and summon a final wall of sand. Cross the sand wall to reach the Desert Palace's front entrance, and head inside.

Room 1: Entry A

Spiked traps swing back and forth in the Desert Palace's first chamber—be careful not to touch them! Face north while standing on the entry ledge, and wave the Sand Rod to raise a wall of sand.

Run across your sand wall to reach the center of the room. Go down the west stairs and run to the end of the ledge.

Notice the sand on the ground when you reach the west ledge's end. Use the Sand Rod again to summon a sand wall here.

This sand wall is too high to run across. Merge into it instead and slide east, heading for a chest. Pop out and open the chest to claim a Blue Rupee.

Desert Palace Chest #1: Blue Rupee

Merge back into the sand wall after looting the chest, and quickly slip around to the wall's north side. Exit onto the north ledge, and go through the north door to visit Room 2.

Room 2: Spacious Chamber

Beware the Skullropes and Gibdos that roam this wide room! The Skullropes are just like the slithering Ropes you've seen around Hyrule (only tougher), but the Gibdos are new to you.

Gibdo

Damage:1 Heart

No ancient tomb would be complete without a few lumbering Gibdos stalking its halls. These tough, mummy-like foes are wrapped in heavy bandages, and they can withstand several hits before being defeated. To quickly dispatch a Gibdo, set it ablaze with the lamp or Fire Rod. When the bandages burn away, the Gibdo is reduced to a skeletal Stalfos!

Head to Room 2's northeast stairs, and climb up to reach the eastern ledge. Beware: Two powerful Beamos statues watch over the ledge! Beamoses are inanimate statues that activate when an intruder draws near, firing a lethal laser out of their single, rotating eye. You can't destroy a Beamos, so merge and slide along the east wall to slip past these stationary sentries. Enter the southeast door to reach Room 3.

Room 3: Sand Pit

The north half of this chamber is filled with sand, making it a playground for your Sand Rod. Stand at the north end of the entry ledge, face east, and raise a wall of sand toward the eastern ledge.

Cross your sand wall to reach the east ledge, then go north toward some stairs. Stand near the stairs and face west, then summon another sand wall.

Cross your sand wall again, moving close to four crystals. Stand in the midst of the crystals and hold to charge up a spin attack. Release to spin and quickly strike all four crystals with Link's sword. These crystals will deactivate if you don't trigger them all quickly, so the spin attack helps.

With all four crystals activated, a wall slides away to the south. Nice work! Drop from your sand wall and go south, but beware of another pair of Beamos statues. Running past these two is risky, but you can summon up a sand wall and slip past them if you're fast with your Sand Rod. Go through the southern door to reach Room 4.

Room 4: Leever Lair

More sand fills this room, but beware: This place is home to evil Leevers! Chop through these pesky enemies as you make for the southern stairs. Climb up to reach the room's west ledge.

Leever

Damage:1/2 Heart

These classic *Legend of Zelda* baddies live in soft sand, springing up from the dunes to ambush Link. Stay mobile whenever Leevers are about, watching the floor carefully to spot them as they begin to emerge. Be quick to cut down any Leevers you see, or else they'll flee into the floor again, emerging to attack you someplace else.

Look closely and spot three pressure plates on the west ledge. Grab and move the nearby lifeless Gimos statue onto one of these plates.

Go north along the ledge and notice another Gimos on a high ledge to the east. Face east and wave the Sand Rod to create a sand wall that leads to the east Gimos.

Grab the east Gimos and pull it back across your sand wall. Move the Gimos onto another pressure plate. One more to go!

The final Gimos statue that you need is downstairs. Drop from the ledge and ensure that no Leevers are about, then pull the Gimos out of its alcove and onto the sandy floor.

After moving the Gimos onto the sand, return to the west ledge. Use the Sand Rod to raise the sand beneath the Gimos, elevating it to within your reach. That's more like it!

Grab and pull the Gimos off the sand wall and onto the final pressure plate. With all three Gimos poised on the ledge's three pressure plates, the west door opens. Go through to return to Room 1.

Room 1 (Revisited)

As you enter Room 1 from Room 4, you emerge on a high east ledge. Link steps right onto a floor switch as he enters, causing the nearby wall to retract and reveal a staircase. Now you can easily return to this ledge if you fall!

Remain on the ledge, face west, and wave the Sand Rod. A wall of sand rises up; cross it to reach the west ledge, being careful to avoid the spike traps. Go through the west door to reach Room 5.

Room 5: Hokkubokku Battle

Link is sealed in this room as he enters, and a formidable Hokkubokku lurks beneath the room's sandy floor! Use the Sand Rod to expose this towering foe, then hack it apart. The room unseals when the Hokkubokku falls, and a chest appears on the south ledge. You can't reach the chest yet, so go north into Room 6.

Hokkubokku

Damage:2 Hearts

This tall monster hides beneath sand, springing up to attack unwary travelers. Link can't do much against a Hokkubokku until he uses the Sand Rod to hoist it up from the floor. Wait until you see the Hokkubokku poke its head out, then wave the Sand Rod to expose the creature. Attack it relentlessly to cut off each of its segments until the towering Hokkubokku is finally toppled.

Room 6: Hazardous Sands

This room is filled with all manner of monsters, including Baris, Gibdos, and a fearsome Devalant that lurks in the central sand. Slay these enemies as you proceed to the northeast stairs, then climb up to reach the east ledge.

Devalant

Damage:1/2 Heart

Devalants are vicious sand worms that burrow up from the floor, creating a quicksand pit that draws nearby prey toward their razor-sharp mandibles. Don't approach a Devalant—wave the Sand Rod from range to rip them up from their burrows instead! But be careful, for Devalants can also spit fireballs at you from afar. Once you've ousted a Devalant with the Sand Rod, it becomes easy prey for Link's blade.

The room's east door is locked, so face west and raise a sand wall over to the west ledge. Merge into the sand wall and slide across.

When you reach the west ledge, merge into the west wall and travel south to reach a ledge with a chest. Slay the guardian Gibdo and then raid the chest to claim a monster tail. Go through the north door afterward to reach Room 7.

Desert Palace Chest #2: Monster Tail

Room 7: Sand Release A

This room features an overhead channel. Maybe water used to flow from this room at one time? No matter, there's something far more important here—a treasure chest that contains this dungeon's compass!

Desert Palace Chest #3: Compass

After collecting the compass, grab and pull the nearby lever out from the wall. After you do, sand begins to flow down the overhead channel, pouring back into the previous room. Intriguing! Return to Room 6 and see what has changed.

Room 6 (Revisited)

What's this? With the sand flowing in from Room 7, Room 6's floor is now covered in sand! This means you can accomplish more here than you could before. Begin by dropping from the ledge and opening the nearby chest, which is now within your reach, to claim a small key.

Desert Palace Chest #4: Small Key

Now that you've found a small key, use it to open the room's east door. Go through to explore new areas of Room 2.

Room 2 (Revisited)

Room 6's east door leads to Room 2's high west ledge. Go north and pull a lever out from the wall.

Whoa! Pulling the lever causes a waterfall of sand to fill Room 2. Face east and use your Sand Rod to create a wall of sand toward the room's central pillars. Merge into your sand walls and slide over to the pillars.

Send a wall of sand northward from one of the northern pillars, then merge and slide over to the north ledge. Step on the floor switch here to make a wall slide away, exposing a big chest in the room's northeast corner.

After stepping on the floor switch, raise a wall of sand to the west. Merge across the sand wall and slide onto the west wall.

Slide north and then east around the room, moving behind the northern cascade of sand (sandfall?). Keep going until you arrive at the big chest, then open it to claim this dungeon's special treasure: the Titan's Mitt!

Desert Palace Chest #5: Titan's Mitt

Titan's Mitt

A powered-up version of the Power Glove. Pick up large rocks by pressing !

You're all done with Room 2 now. Go west into Room 6 and then south into Room 5, where you' can accomplish new feats thanks to your newfound Titan's Mitt.

Room 5 (Revisited)

Back in Room 5, scale the east stairs to reach the east ledge. Face south and summon a long sand wall.

Run across the sand wall to reach the room's southern ledge. Two large rocks block the ledge, but these are no longer obstacles for Link. Press to lift each rock with the might of the Titan's Mitt!

After tossing the large rocks aside, step onto the ledge and loot its chest. Inside, you discover a small key.

Desert Palace Chest #6: Small Key

Drop from the ledge and then hoist the large rock that blocks the room's west door. After tossing the rock aside, use the key that you've just discovered to unlock the door, and go through to visit Room 8.

Room 8: West Exit

This narrow passage is empty except for the few skulls that lie up north. Smash the skulls in search of items, then exit through the south door.

Outdoor Excursion

You're back in the desert, but you can't roam very far. Head north and enter the nearby cave to visit the Desert Palace's second floor.

Room 9: Entry B

Beware as you reenter the Desert Palace: The floor tiles near the entry rise up and fly toward you! Quickly raise a column of sand up from the central sand pit, then press Link's back to it and raise his shield. The sand wall will block the flying tiles behind you, while Link's shield deflects the ones in front!

After all of the tiles have gone, two Devalants rise up from the sand and begin spitting fireballs. Quickly use the Sand Rod to flip both Devalants out of the sand, then slay each one with Link's faithful blade.

After both Devalants have been dispatched, a bridge extends to the north, and a portal appears. Use the portal to return to Room 1, then go outside and save.

Warp back to Room 9 after saving your game. Stand on the north ledge and raise a short sand wall toward the north wall.

Merge into your sand wall and slide around its west (left) side. Slide onto the north wall and then pop out to land on the narrow west ledge. Scale the stairs and go through the west door to visit Room 10.

Room 10: West Passage

This narrow passage is filled with dangerous spike traps, Baris, Leevers, and a few Gimos that spring to life at the north end. Slip past these threats by merging into the east wall and sliding northward. Keep going until you reach the room's north end.

Lift the large rock you find up north to discover a buried treasure chest. Pay dirt! Use the Sand Rod to excavate the chest and collect your reward.

Desert Palace Chest #7: Silver Rupee

Slide back along the east wall after looting the north chest. Return to the south entry ledge, and this time, use the Sand Rod to form a long wall of sand down the center of the hall.

Carefully avoid the spike traps and Baris as you move northward along the sand wall. When you reach the north ledge, note a locked door to the west before proceeding through the open door to the east.

Room 11: Beamos Chamber

This small room features a chest and a Beamos. To safely reach the chest, use the Sand Rod to elevate the Beamos, then merge around the sand wall to reach the room's east side. Or, you can simply run across the Beamos.

Go upstairs to reach the chest and claim another Silver Rupee. Not a bad haul! Proceed through the east door to reach Room 12.

Desert Palace Chest #8: Silver Rupee

Room 12: East Passage

This narrow passage is similar to the one you explored in Room 10, but you've already arrived at its north end. There's no need to battle this room's Devalant and Leevers; simply head through the next door ahead to visit Room 13. (You can't reach Room 12's north chest at present.)

Room 13: Colored Block Crossroads

Beware the arrow traps and Gimos in this puzzling chamber. Slay each Gimos that springs to life, and use Link's shield and merge ability to block and dodge the arrows. Head south to discover a blue crystal.

Stand on the lowered red blocks near the blue crystal, then strike the crystal to turn it red. The red blocks rise, lifting you up to the west ledge.

Go up the west ledge's stairs to reach a higher vantage. Face east and use the Sand Rod to bridge the gap to the central ledge. Cross your sand wall to reach the central ledge.

Move to the central ledge's south end, and notice the Gimos on the sand below. Wave the Sand Rod to elevate the Gimos up to your level without fear, for this Gimos remains lifeless!

Grab and pull the Gimos off of your sand wall and onto the central ledge. That's all you need to do with the Gimos; leave it on the ledge and return to the crystal.

Wave the Sand Rod again to banish your last sand wall (if it hasn't collapsed on its own). With the sand wall and the Gimos gone, there's nothing left to block the east arrow trap from repeatedly striking the colored crystal with its arrows. This causes the room's colored blocks to rise and lower in a steady pattern. Clever!

Use the southwest colored blocks to reach a chest on a high ledge. Simply move from one set of blocks to the next as the arrow trap repeatedly triggers the crystal. Open the chest to claim a small key.

Desert Palace Chest #9: Small Key

Pocket the small key, then travel back to the room's north end. Use more colored blocks to reach the northeast ledge, and proceed through the north door to Room 14.

Room 14: Sand Release B

This room features another overhead channel, but it's plugged by a large cracked block. We'll get to that in a moment; for now, drop from the entry ledge and lift the nearby large rock to discover a buried chest. Unearth the chest with the Sand Rod so you may collect its valuable contents.

Desert Palace Chest #10: Silver Rupee

Clear the room of its Devalants and Leevers, then use a bomb to blast apart the pair of large cracked blocks that cover the central stairs. If you don't have bombs, use the Sand Rod to bridge the gaps in the track that the west iron balls come rolling along—the balls will shatter the blocks when they make contact.

After banishing the cracked blocks, go up the stairs and find a large rock. Lift and toss this out of your way to uncover an important patch of sand.

Now for the fun part! Using your Sand Rod, you must quickly raise sand walls to help the northernmost iron ball roll all the way eastward. Keep ahead of the rolling ball as you raise three separate sand walls in time to fill in the gaps in the ball's track.

If you do it right, the iron ball rolls all the way over and smashes another cracked block. With this obstacle out of the way, sand begins to flow down the overhead channel, dumping into Room 13!

Before rushing back into Room 13, merge into Room 14's south wall to collect some painted hearts and Rupees. You'll also notice a door that leads south into Room 12. Go through this door first.

Room 12 (Revisited)

Room 14's south door leads to Room 12's tiny northern area. Toss another large rock here to discover another buried chest. Loot the chest and then loop back through Room 14, returning to Room 13.

Desert Palace Chest #11: Silver Rupee

Room 13 (Revisited)

Now that sand is flowing into this room from Room 14, you can finish exploring it. Keep to the high ground and use the Sand Rod to move from one ledge to the next. Head to the big chest on the eastern ledge, and crack it open to collect the dungeon's Big Key.

Desert Palace Chest #12: Big Key

Drop to the sandy floor and run south. Now that the room is filled with sand, you can stroll through the south door to visit Room 15. Just look out for Leevers along the way!

Room 15: Fairy Fountain

What's this? A Fairy Fountain! Rest and recover your strength here before moving on.

Room 12 (Third Visit)

Now that you're feeling refreshed, it's time to move on. Return to Room 13 and backtrack through the west door to revisit Room 12. This time, you need to fight through Leevers and Devalants as you move south, heading back to Room 9.

Room 9 (Third Visit)

Room 10 is your next destination, but you must travel through Room 9 to get there. Feel free to use the portal in Room 9 to warp back outside and save. Otherwise, simply merge along Room 9's north wall and take the west door back to Room 10.

Room 10 (Revisited)

Back in Room 10, create another long sand wall leading northward. Dodge the spike traps as you sprint across, then use the small key you found back in Room 13 to open the locked west door.

Room 16: Beamos Buddies

This room's south door is sealed, and its north door is locked. To open the south door, use the Sand Rod to elevate the southern Beamos just as it begins to fire.

Once elevated, the Beamos's spinning laser activates the three crystal switches around it. With all three switches activated, the south door opens. Thanks, Beamos!

Room 17: Sand Trap

Link is sealed in this small room, forced to battle some Leevers, followed by a pair of Devalants. Use the Sand Rod to make short work of these sneaky creeps.

After all foes have fallen, the room unseals, and a chest appears. Open the chest to obtain the small key you seek.

Desert Palace Chest #13: Small Key

Room 16 (Revisited)

With the small key in hand, return to Room 16 and sprint north, past the first Beamos, to reach a second Beamos up north. Again, use the Sand Rod to elevate the northern Beamos just as it begins to fire, then quickly move onto the nearby lowered blue blocks.

As the elevated northern Beamos spins and fires, its laser steadily activates the colored crystals around it. If you time it right, you'll be lifted up when the first crystal activates. Move onto the red blocks and wait for them to rise as well. Quickly merge into the east wall after the red blocks rise, then slide over to the locked north door. Open it with your small key and go through to visit the Desert Palace's final floor.

Room 18: Secret Sands

A massive cascade of sand flows down this room's western wall. Slay the Skullropes here, then merge into the west wall to slip through a secret opening that leads to Room 19.

Room 19: Treasure!

This small room features a single chest. Lift its lid to claim a Silver Rupee before returning to Room 18 and going south into Room 20.

Desert Palace Chest #14: Silver Rupee

Room 20: Connecting Corridor

Your first visit to this long hall is a quick one. Cut straight across the hall and enter the south door leading into Room 21.

Room 21: Gimos Guardians

Slay the Gibdo that guards this room's entry ledge, then use the Sand Rod to extend a long wall eastward. Three Gimos are lifted along with the wall, and each one springs to life as you cross. Dispatch the Gimos on your way to the east ledge.

The east ledge features a chest—the last one you'll find in this dungeon. Open it to collect a small key, then return to Room 20.

Desert Palace Chest #15: Small Key

Room 20 (Revisited)

Back in Room 20, dispatch more enemies as you travel eastward down the hall. Use your small key to open the locked north door, and head through to visit Room 22.

Room 22: Blocks and Bawbs

Beware this room's many Bawbs—these volatile foes just keep appearing. Make use of the Bawbs, setting them off to destroy the cracked blocks that get in your way as you explore. (You can also use your own bombs to clear away the blocks if you like.)

Blast the block in the room's northwest corner to expose an opening in the west wall. Go through to reach a side passage that's lined with precious Rupees. Destroy the room's north block as well to reach another line of Rupees to the north.

When you've finished padding your pockets with Rupees, use the Sand Rod to elevate Bawbs (or bombs) up to the high cracked blocks in the middle of the room. It's tricky, but if you time it right, you can lift the Bawbs (or bombs) with the Sand Rod so that they blast the high cracked blocks to bits.

With the cracked blocks obliterated, there's nothing stopping the east arrow trap from repeatedly triggering the colored switch on the west ledge. Now you can use the south colored blocks to reach the southern ledge! Cross the southern ledge and take the high south door back to Room 20.

Room 20 (Third Visit)

All right, hero, you're almost out of here! Pull the lever as you reenter this room from Room 22, and a massive cascade of sand pours down the north wall. Cross the now-sandy floor to reach the east big door, and open it to advance toward the final battle.

Room 23: Quicksand Passage

No boss awaits you in this final chamber. Instead, this room simply features a massive pit of quicksand. Use the Sand Rod to raise a wall leading southward, then cross it to reach a small ledge with a large rock. Lift and toss the rock aside, then create another sand wall and continue your southward journey to the far door.

Where's the Boss?

Room 23's southern door takes you back outside to Hyrule's desert. Hang on, there must be a boss to battle around here somewhere! Of course there is, just not in this world. Merge into the wall and slip through the nearby fissure to travel to Lorule, where the Desert Palace's terrible boss awaits.

Boss Battle: Zaganaga

The Desert Palace may have existed in Hyrule, but its boss resides in the depths of Lorule. Zaganaga is a towering plant-monster that Link must battle in a large, treacherous quicksand pit. Falling into the quicksand during the battle knocks a full heart off Link's life gauge, so strive to keep your feet on solid ground!

Begin by using the Sand Rod to create a wall of sand toward Zaganaga. Though the monster can only emerge from the sand pit's many pillars, it can travel between any two pillars by burrowing underground. Whenever Zaganaga burrows, track its movements by watching the dust cloud it kicks up, and move to meet the monster the moment it emerges.

Pursue Zaganaga until you at last move within striking distance, then unload on the boss with Link's blade. Ranged weapons such as the bow and Fire/Ice Rods are also effective against Zaganaga if you're having trouble closing in—just keep an eye on Link's energy gauge, and make sure he can build escape routes with his Sand Rod if need be!

It's not long before Zaganaga starts spawning Peahats to harass you. These flying foes can really cause problems, so stay mobile and cut them down at every opportunity. Use the Tornado Rod if the Peahats really start to swarm, and try to defeat these little minions to find valuable hearts during the fight.

Peahat

Damage:1 Heart

Peahats are classic *Legend of Zelda* enemies that fly around with natural propellers, pursuing Link wherever he goes. They're easily slain but become quite dangerous when encountered in groups. Peahats are vulnerable to all of Link's weaponry, so stun or dispatch them as you see fit.

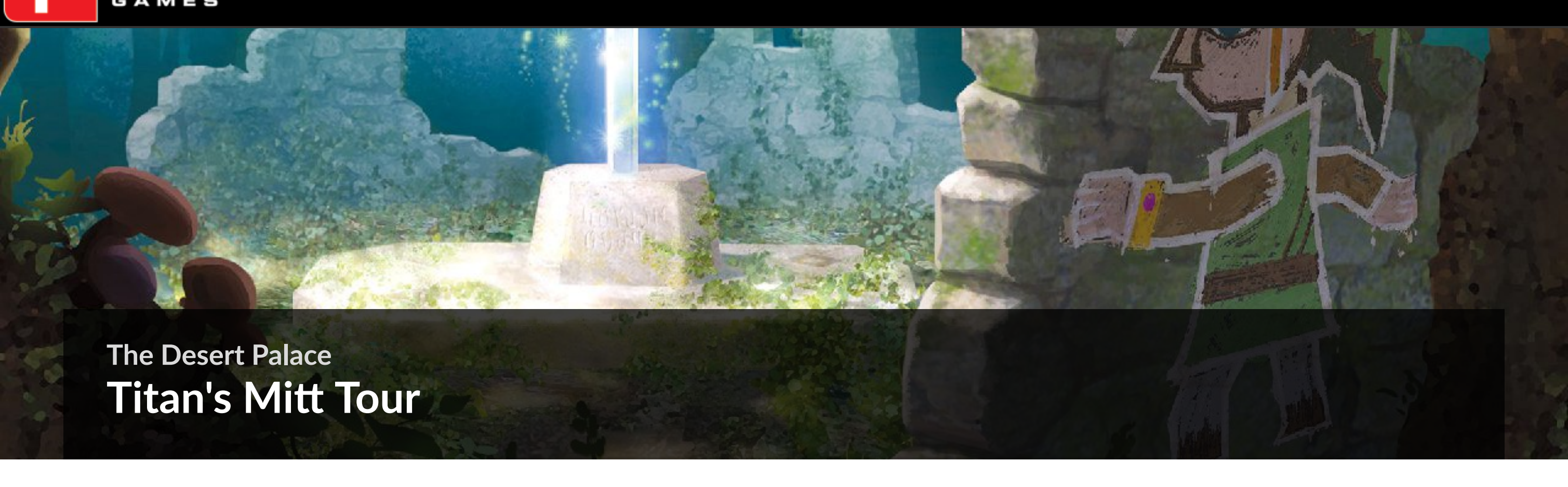
After suffering significant damage, Zaganaga adds a new attack: the boss now begins to blast Link with mighty torrents of sand! Though impressive to watch, this attack only does 1/2 heart of damage, and its linear nature makes it easy to avoid. The swarming Peahats remain your biggest concern.

Continue pursuing Zaganaga around the quicksand pit, punishing the boss at every chance. When you need a break, move to the northern or southern ledges and catch your breath. Zaganaga can withstand tremendous damage, so steel yourself for a trying battle. Outmaneuver this overgrown plant as you seek to cut it down to size!

Another Sage Is Saved

After Zaganaga falls, the quicksand pit is conveniently filled in. Go north to collect your heart container, then touch the portrait of the Sage that hangs on the nearby wall.

Great work, you've rescued Irene! The grateful Sage thanks you for your help, but urges you to continue your quest. Use the nearby portal to leave the Sages' realm and warp back to the Misery Mire weather vane.



The Desert Palace

Titan's Mitt Tour

Now that you've cleared the Desert Palace and obtained the Titan's Mitt, you can complete your exploration of both Hyrule and Lorule. There's important stuff to find at this point, but let's make this quick—after all, there are more dungeons to explore!

More Master Ore

Now that you have the Titan's Mitt, you can score more Master Ore. Fly to the Graveyard in Lorule. Now that you've rescued Irene, she'll speak to you from the Sage's realm each time you summon her broomstick!

Lift and toss the large rock that's just north of the Graveyard weather vane in Lorule to discover a secret passage. No wonder Dampé never knew of this—only the power of the Titan's Mitt could move such a heavy stone!

Lorule's Secret Passage: Room 1

You'll find that Lorule's secret Graveyard passage is very similar to the one in Hyrule—in terms of layout, at least. Equip the lamp so that you can see, and loot the first room's chest to collect a Green Rupee (this chest contained the lamp back in Hyrule). Smash the room's skulls afterward to uncover a floor switch, and step on the switch to open the north door.

Lorule Chest #17: Green Rupee

Lorule's Secret Passage: Room 2

Loot the chest on the ground floor of the passage's second room to claim a Blue Rupee. Cut through Skullropes and Chasupas on your way to the locked northwest door. Cross the metal walkways to the east as you did back in Hyrule to reach another chest, which contains a Red Rupee.

Lorule Chest #18: Blue Rupee

Lorule Chest #19: Red Rupee

After looting the Red Rupee chest, merge into the wall and slide eastward to reach a small ledge with a key. Collect the key and use it to unlock the northwest door.

Lorule's Secret Passage: Room 3

Beware: A trio of Eyegores lurks in this room! This is the same spot where you fought the Poes back in Hyrule, and the solution is the same: slay all three Eyegores to open the sealed north door.

Lorule's Secret Passage: Room 4

This room features two familiar levers. In Hyrule, the west lever was the correct choice—so naturally, it's the east lever here in Lorule. (Pulling the west lever causes Skullropes to drop into the room this time around.)

Special Treasure

Passing through Room 4 takes you to a high ledge in the Philosopher's cave. Merge along the east wall to cross the gap and reach a chest that contains Master Ore.

Lorule Chest #20: Master Ore

Master Ore #2

Collect these and give them to the Blacksmith, and he'll strengthen your sword.

Master Sword Upgrade

Now that you've found two pieces of Master Ore (one from the previous chest, and one from the Thieves' Hideout dungeon), you can upgrade the Master Sword. But before you return to Hyrule, exit the Philosopher's cave, and lift the large rock outside to discover a hiding Maiamai.

Lost Maiamai #88

Now fly to Link's House and use the fissure to return to Hyrule. Journey northwest to reach the Blacksmith, and he'll kindly upgrade your Master Sword.

Master Sword Lv.2

A sharpened Master Sword. It feels even more fearsome.

Even More Masterful

Now that you've upgraded the Master Sword, the blade is twice as powerful as before. Even its beam attack has become more lethal! Link will have far less trouble slaying monsters from this point forward—a big advantage heading into future dungeons.

The Blacksmith's Cave

Now that your Master Sword has been upgraded, take your leave of the Blacksmith and toss the large rock that blocks the cave right near the forge. That thing's been in your way forever!

Inside the cave, you discover a piece of heart. Lovely!

Piece Of Heart #27

Fortunate Fountain

As long as you're near the Blacksmith, let's check out that cave near the Fortune-Teller's tent. Go north and then west from the Blacksmith to find the Fortune-Teller's tent, then lift the large rock that blocks the nearby cave.

Hey, it's a Fairy Fountain! This one's proximity to Kakariko Village makes it a convenient stop. Fill your bottles before heading back outside.

Lost Woods' Last Chest

Head southward into Kakariko Village next—it isn't far. When you get there, take the north trail near Sahasrahla's house into the Lost Woods' entry area, lifting and tossing a large rock out of your way. You'll also need to hammer down a few pegs.

When you enter the Lost Woods' entry area, go through the east log to reach another large rock. Toss this one aside as well, then plunder the chest beyond.

Hyrule Chest #28: Red Rupee

Death Mountain Maiamai

Remember that large rock you saw in the passage that leads to Death Mountain? It's time to see what lies beyond it! Fly to the Death Mountain weather vane, then go west and reenter the passage. Cut down Mini-Moldorms on your way to that large rock, then toss it aside.

Follow the passage beyond the large rock to reach another exit. Step outside, and you'll be on a high ledge, right next to a stuck Maiamai. Merge into the wall and free the little fellow.

Lost Maiamai #89

Circle of Stones

Fly to Link's House next, save your game, and then travel through the nearby fissure to return to Lorule. Go west and then south from the Vacant House, heading toward the circular woods where the Octoball Derby minigame is held. Head south from those woods to find a fissure in the southern cliff, and go through the fissure to return to Hyrule.

When you emerge from the fissure, you're standing on a high ledge, right near a familiar circle of stones. Lift and toss the large stone in the center to discover another Maiamai.

Lost Maiamai #90

Treasure Hunter Cave #7

Drop from the ledge and go east, heading toward the Southern Ruins. If you like, lift and toss the large rock that you've been merging past all this time to at last move it out of your way. That felt good!

Find this temple in the Southern Ruins, which doubles as the Swamp Palace in Lorule. Lift and toss away the large rocks that block access to the temple so you may enter.

The Hookshot and boomerang are needed to reach this cave's valuable treasure. Begin by stepping onto the east raft and firing the Hookshot eastward, latching onto a wooden post. The Hookshot pulls you and the raft over to the post—use it again to activate the nearby crystal switch.

Return to the entry ledge and go west. There's another crystal up north. Stand near the stairs and toss the boomerang northward, so that it passes just to the left of the crystal. Quickly run to the right afterward, so that the boomerang strikes the switch during its return trip.

With both crystals activated, the room's water level rises. Swim into the east passage, pressing to dive and slip under the passage's rolling spiked pins.

When you reach dry land, feel free to merge around the walls and collect some painted Rupees. Step on the nearby floor switch afterward to lower a wall, then toss the boomerang southward. Quickly move east so that the boomerang strikes another nearby crystal on its return trip.

With the crystal activated, return to the entry ledge and step onto the other raft—the one you haven't used. Fire the Hookshot north and then west, latching onto a pair of posts to sail close to another switch. Use the Hookshot or boomerang to activate it.

With both switches activated, the water level rises again. You've done it! Sail back to the previous post and then fire the Hookshot at the wooden wall near the chest to sail within plundering distance.

Hyrule Chest #29: SIlver Rupee

Desert Maiamai

After clearing the Treasure Hunter cave, go west into the desert's entry area. Lift and toss the large rocks here to find another Maiamai. Hey there, little guy!

Lost Maiamai #91

Eastern Ruins' Last Secret

Let's head for the Eastern Ruins next. Fly to the Eastern Palace, then travel south, into the southern basin where the blue Tektites roam. When you get there, merge into the north wall and slide around counterclockwise, heading for the high southern ledge.

Lift the large rock you find on the ledge to expose another hiding Maiamai. Let's get you home, friend!

Lost Maiamai #92

Hyrule's Final Maiamai

Your Maiamai Map now shows that there's only one little Maiamai left in Hyrule. Fly to the House of Gales, then swim east, heading for the east bank. Go north when you get there and climb the ladder to reach the Racing Bro, who runs the Hyrule Hotfoot game.

Merge into the east wall near the Racing Bro, then slide southward to reach a small ledge with a large rock. Toss that rock away to find Hyrule's final Maiamai.

Lost Maiamai #93

Let's Check Lorule

We've had our fun with the Titan's Mitt in Hyrule—now let's take one last tour of Lorule. Fly to Kakariko Village, then use the fissure behind Sahasrahla's house to enter Lorule. When you arrive, go north and lift a large rock on the trail that leads into Skull Woods. What do you know? You've found a Maiamai!

Lost Maiamai #94

More Mountain Maiamais

Fly to the Treacherous Tower next, which you'll recall stands at the peak of Death Mountain in Lorule. After you arrive, go west and use the Fire Rod to melt a trio of Ice Gimos (if you haven't melted them already). Hammer a peg afterward, then lift the large rocks beyond to discover a hidden Maiamai. It must be half frozen by now!

Lost Maiamai #95

Now fly to Lorule's Death Mountain weather vane. Use the Hookshot to zip across the broken bridge to the west, then hoist a large rock to find another Maiamai that's sought shelter from the cold.

Lost Maiamai #96

Lorule Field Finds

You're all done on Death Mountain, so let's head for warmer weather. Fly to the Vacant House, then go west, into the nearby forest of Like Likes. Lift and toss the large stone that's just west of the Vacant House to discover a Maiamai.

Lost Maiamai #97

Go north after finding the Maiamai, heading for the Blacksmith's. Keep heading north beyond the Blacksmith's to reach the Fortune-Teller's tent. Uncover another Maiamai around here by tossing the large rocks.

Lost Maiamai #98

Mire Maiamai

You're almost finished! Fly to Misery Mire next, then go east, heading away from the mire and into the entry area. Toss the large rocks that are just south of the fissure here to find another Maiamai.

Lost Maiamai #99

Turtle Rock's Rock

Only one more Maiamai to find! Fly to Turtle Rock, then swim to Lorule Lake's southwest corner, where the Slaroks roam. Slay the Slaroks and then lift the large rock here to find Lorule's final Maiamai. Well done!

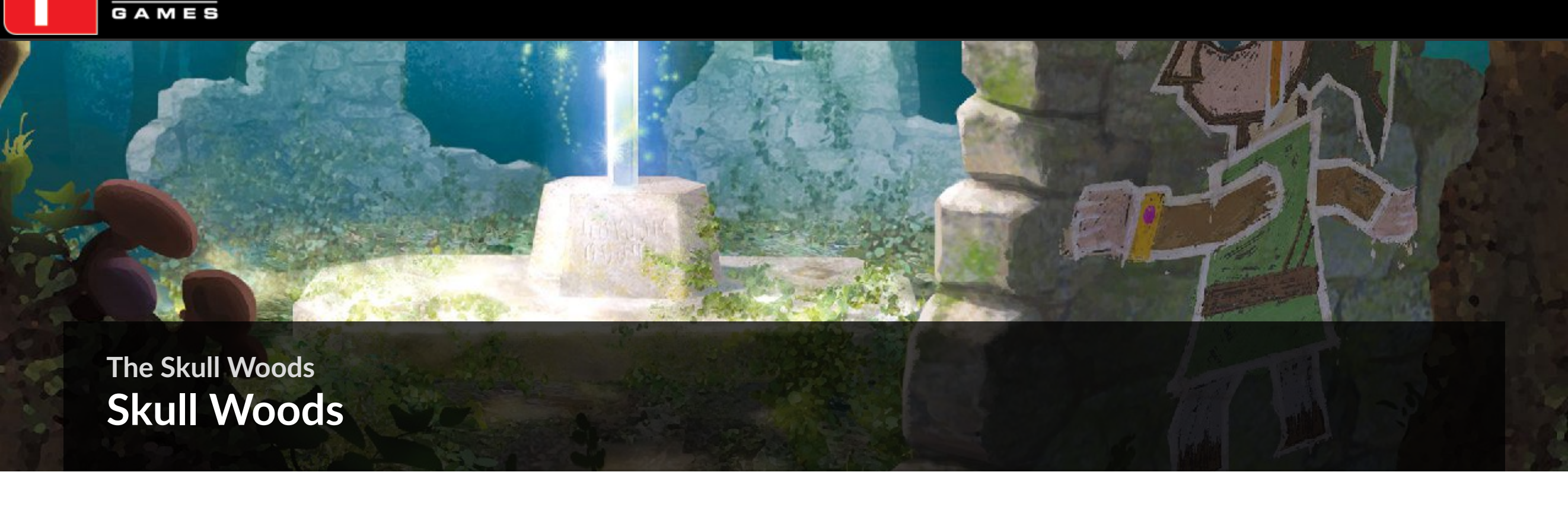
Lost Maiamai #100

Get Your Upgrade On

It's been fun, but our grand Titan's Mitt tour has finally come to an end. Now that you've found all 100 lost Maiamais, it's time to receive your final upgrades from Mother Maiamai. For finding all 100 of her lost tykes, Mother Maiamai not only upgrades the last of Link's items, but also grants him the power to unleash the great spin attack! Now that's what we call nice!

Note

The Great Spin is a mighty attack that lays waste to Link's enemies. With this powerful move at your command, you'll have far less difficulty from this point forward!



The Skull Woods

Skull Woods

Entering the Dungeon

The Skull Woods dungeon lies within—wait for it—the *Skull Woods*. To get there, use the fissure behind Sahasrahla's house in Kakariko Village, or the fissure inside of Rosso's house in Hyrule, to reach the Skull Woods region of Lorule.

Four separate paths lead into the Skull Woods, but only one of them will bring you to the dungeon. Once you've arrived in Lorule, locate the proper trail: the southeast trail that leads northward into the woods.

Follow the southeast trail northward into the Skull Woods, and you'll soon arrive at the dungeon. Save at the weather vane and then head inside.

Room 1: Chamber of Skulls

The Skull Woods dungeon's first room is anything but inviting. Countless skulls are scattered across the floor, and a devious Wallmaster repeatedly drops from the ceiling, hoping to snatch you. Practice battling the Wallmaster here and now, because you'll have to contend with this villain in many other rooms! Equip your lamp afterward and go through the west door to visit Room 2.

Wallmaster

Damage: Special

These massive hands plummet from dungeon ceilings, hoping to snatch Link up. If a Wallmaster grabs Link, it brings him back to the start of the dungeon (or the most recently used entrance)—not good! Be quick to dodge or merge into a wall when you see a Wallmaster's fingers begin to twitch—it's about to come crashing down! After avoiding a Wallmaster's attack, try stunning and slaying the monster before it rises back up to the ceiling. It will return after several seconds, but at least you'll have a few moments of safety!

Room 2: Pitch-Black Passage

Use the lamp to illuminate this dark passage, and beware of Skullropes as you travel southward. You pass a sealed door as you go.

Step on the floor switch at the end of the passage to open the sealed door, but beware—a Gibdo appears in the passage behind you afterward! Dispatch the mummy-like monster on your way back to the previously sealed door, and go through to visit Room 3.

Room 3: Fire Walkways

This challenging room features a network of narrow walkways that are heavily guarded by enemies, including several Gibdos and Baris. You must also contend with spinning fire traps up north and a Wallmaster that pursues you throughout the room. Whenever possible, merge into walls to avoid the Wallmaster. Fight your way southward and go through the south door to exit the dungeon.

A Walk Through the Woods

You emerge outside the dungeon, on a new trail in the Skull Woods. Travel north to locate a small hole in the ground. There's nothing else for it—drop into that hole!

You land back in Room 3, on a high ledge. Cross the nearby moving platforms, making a counterclockwise journey to the east ledge. Merge into the central wall whenever the Wallmaster appears, and be careful to land back on a moving platform when you pop back out!

Open the east ledge's chest to collect a small key. This will come in handy! Ensure that your lamp is equipped, then go through the north door to visit Room 4.

Skull Woods Chest #1: Small Key

Room 4: Dark Maze

This pitch-black chamber is similar to Room 3: it features narrow walkways that are filled with foes, and a Wallmaster that chases you throughout. Go east and use your lamp to light the room's southeast brazier, gaining some much needed visibility.

Fight your way northward and take the first eastern passage, looping back around to the south and reaching a locked southeast door. Open the door with the key you found in Room 3 and head through to visit Room 5.

Room 5: Southeast Exit

Smash a few skulls in this small room, then head through the south door to exit the dungeon once more.

Once again, you're exploring a new area in the Skull Woods. Go north and drop through the small hole in the ground to return to the dungeon, landing on a north ledge in Room 6.

Room 6: Treasury

Dropping through the hole lands you right next to a chest. Crack it open to claim a sparkly Silver Rupee!

Skull Woods Chest #2: Silver Rupee

Drop from the ledge to land near another chest. Bonus! Lift its lid to discover the dungeon's compass.

Skull Woods Chest #3: Compass

After collecting the compass, go south to return to Room 4. Light the braziers again on your way south, returning to Room 5. Go through the south door to exit the dungeon once more.

Back outside, go north, past the hole you fell through before, and cut down the woods' colorful bushes to discover another small hole. Aha! Drop through this hole to return to Room 6.

You land on another high ledge back in Room 6. Smash the nearby skulls before going west into Room 7.

Room 7: Wire Walkways

Keep beneath this room's wiry walkways, and that wicked Wallmaster won't be able to grab you. Carefully proceed to the northwest chest and collect a small key from inside.

Skull Woods Chest #4: Small Key

Use the small key to open the locked south door, then go through to return to Room 1.

Room 1 (Revisited)

Room 7's south door brings you to a high ledge back in Room 1. Pull the nearby lever to lower a portion of the ledge, revealing stairs in the north wall that lead down to the dungeon's second basement floor.

Drop from the ledge and take the north stairs down to Room 8.

Room 8: Sliding Wall Puzzle

You enter Room 8 on a small ledge. Merge into the east wall and slide south to reach the main area. Beware the Gibdo and Mini-Moldorm that roam the room, along with that ever-present Wallmaster!

To progress, you must move two Gimos statutes onto two of the room's four pressure plates. Each pressure plate controls a section of wall, causing that section to slide out from the east or west walls. The idea is to make a solid wall "horizontally" across the room, from east to west. Place the Gimos on the two west plates to form the solid wall.

After forming the wall, go up the west stairs and then merge into the north wall. Slide around the wall that you've built with the Gimos's help to reach a high ledge with a lever.

Pull the lever to extend some stairs from the south wall. Now you can easily return to this ledge from the main floor! Go through the east door to visit Room 9.

Room 9: High Switch, Low Switch

Step on the floor switch at the end of this room's entry ledge, and a nearby block starts moving. Beware the Wallmaster as you merge into the block and travel eastward.

Pop out of the block when you reach the room's central pathway. Go north and position Link directly beneath the overhead floor switch. This lures the Wallmaster into dropping down on the floor switch, triggering it for you. Ha! Silly Wallmaster.

Once triggered by the Wallmaster, the overhead floor switch starts another nearby block moving. Merge into the block and ride northward. Pop out onto the north ledge.

Step on the north ledge's floor switch to shift the nearby wall. This allows for easier navigation of the room if you have to travel back here (say, if a Wallmaster grabs you). Go through the north door after triggering the switch to visit Room 10.

Room 10: Ledge Enemies

Link becomes sealed in this room when he enters. Beware: Stepping on the central floor switch frees the surrounding caged foes! You must free these enemies and defeat them, however, because the room must be cleared of monsters before the north door will open.

But how can you reach those monsters on the high ledges? Easy: Just stand beneath these ledges, and let the Wallmaster wipe them out for you!

The room unseals after all the enemies have been slain (except for the Wallmaster—he doesn't count). If you like, use the portal that also appears to warp back to the dungeon's entrance and save your game outside. When you're ready, go through the north door to advance to Room 11.

Room 11: Moving Platform Dash

Ride this room's moving platform over to the south ledge, but beware: A Wallmaster will arrive before long! As soon as you can, sprint onto the south ledge and merge into the south wall to avoid the Wallmaster's grasp.

Slide west and then north along the wall, heading for a tiny northwest ledge. Exit onto the ledge when it's safe to do so, then step back onto the moving platform again.

You've boarded the platform from a lower vantage this time, and are now standing under its "roof." You no longer need to fear the Wallmaster, so just enjoy the ride over to the nearby chest containing a small key.

Skull Woods Chest #5: Small Key

Ride back along the platform after collecting the small key. Merge back around the wall to return to the south ledge, then use your newfound key to open the southern door.

Room 12: Dark Hall

Use the lamp to light your way in this pitch-black hall. Don't worry, there's nothing to fear in here—at first! For now, simply go west and light the brazier at the hall's far end to illuminate your surroundings.

Yikes! A Gibdos gang appears after you light the brazier. Wipe out these mummified monsters, remembering that you can reduce them to lowly Stalfos by setting them ablaze! Slay all of the Gibdos to unseal the northwest door, then head through to visit Room 13.

Room 13: Northwest Stairwell

This small room features a few skulls and a couple of odd eyeball statues. Smash the skulls in search of items before heading up the north stairs to return to the upper floor.

Room 14: Eyeball Hall

This room features two more eyeball statues, but their eyeballs seem to be missing. Merge and slip through the bars in the south wall to escape confinement when you enter, and always beware the room's Wallmaster.

Slay a Chasupa on your way eastward. Hey, you've found the first eyeball! The eyeball sits on the room's northeast ledge. Merge into the east wall and slide north to reach it.

Exit from the wall when the Wallmaster isn't around and press to pick up the eyeball. Press again to toss the eyeball over to the eyeball statues, then merge and slide back across the wall.

Pick up the eyeball and stand on the small diamond pattern on the floor in front of either eyeball statue. Face north and press to toss the eyeball onto the statue. One more to go!

Note

For fast results, use the Hookshot to grab the eyeballs without needing to merge into the walls.

The Other Eyeball

Returning the first eyeball causes a wall to slide away, revealing a big chest that you can't quite reach yet. A platform also appears to the south. Cross the platform and slay a Skullrope on your way to some moving platforms.

Traverse the moving platforms, merging into walls to escape that awful Wallmaster as needed. Slay the Baris that guard the next ledge, taking note of another big chest that sits atop the nearby wall. You've got to get up there somehow!

Merge around the walls to continue exploring southward past the platforms. The eyeball you seek rests atop a high wall at the room's south end. Merge past the southern bars to reach a door that leads outside.

Whole Lotta Holes

You're back outside again. This dungeon sure is wild! Cut through the west bushes to reach a treasure chest. This chest technically lies outside of the dungeon.

Lorule Chest #21: Purple Rupee

Now go north to locate a hole in the ground. There's another hole to the west, and you can find two more holes by cutting the surrounding bushes. Holy moly!

The only hole you need to drop through is the one that's hidden in the eastern bushes. Fall through this hole to land on Room 14's high southeast ledge.

Merge into Room 14's south wall and slide westward to reach another ledge, where the eyeball you seek sits. Pick up and toss the eyeball down to the main floor below—but don't drop from the ledge just yet!

Instead, merge back into the wall. Slide north along the west wall, heading for the big chest you noticed before. Pop out and plunder the chest to pocket some more precious Master Ore!

Skull Woods Chest #6: Master Ore

Master Ore #3

Collect these and give them to the Blacksmith, and he'll strengthen your sword.

Eying the Big Key

Drop from the wall after collecting the Master Ore, and pick up the eyeball. Throw the eyeball over the north gap, then merge across the wall to follow it.

If the Baris have reappeared, toss the eyeball at them to quickly defeat them. You may also want to try and defeat the Wallmaster before attempting to cross the moving platforms ahead. When you're ready, throw the eyeball onto one of the moving platforms as it slides by.

Merge into the wall and follow the eyeball's platform. Pop out onto the platform and pick up the eyeball, then carry it onto the east ledge.

You're home free! Carry the eyeball to the remaining statue and toss it up there just like you did before. With both eyeballs returned to their statues, the big chest lowers. It's now within your reach! Lift the chest's lid to claim the dungeon's Big Key.

Skull Woods Chest #7: Big Key

Room 12 (Revisited)

With the Big Key in hand, merge and slide through the nearby wall to reach the northwest stairs, which lead back down to the second basement floor. Return to Room 12 and use the Big Key to open the big door. Brace yourself for the final battle before passing through.

Boss Battle: Knucklemaster

This massive metal hand is king of all Wallmasters. This is Knucklemaster, ruler of the Skull Woods!

Knucklemaster wastes little time before balling up into a fist and summoning yellow energy. After a few seconds, the fist flies rapidly toward you. Merge into a wall to avoid Knucklemaster's rush—Link loses a full heart if it lands.

Trick Knucklemaster into punching the wall instead of Link, and it will knock itself out. Now's your chance! Knucklemaster falls flat on its back, exposing the vulnerable eyeball on its palm. Move in close and strike that big, ugly eyeball as many times as you can! You'll get around three strikes if you attack from the sides, and a few more if you attack from the top.

After suffering significant damage, Knucklemaster changes tactics and begins to slam down at Link from above, yearning to flatten him. Again, run away and merge into walls to avoid this crushing attack!

When Knucklemaster slams the ground, it often smashes away portions of the floor. This creates hazardous pits that must be avoided. At this point, forgo the use of Link's energy-based items and conserve his energy for wall merging. Collect the hearts painted on the walls when needed as well.

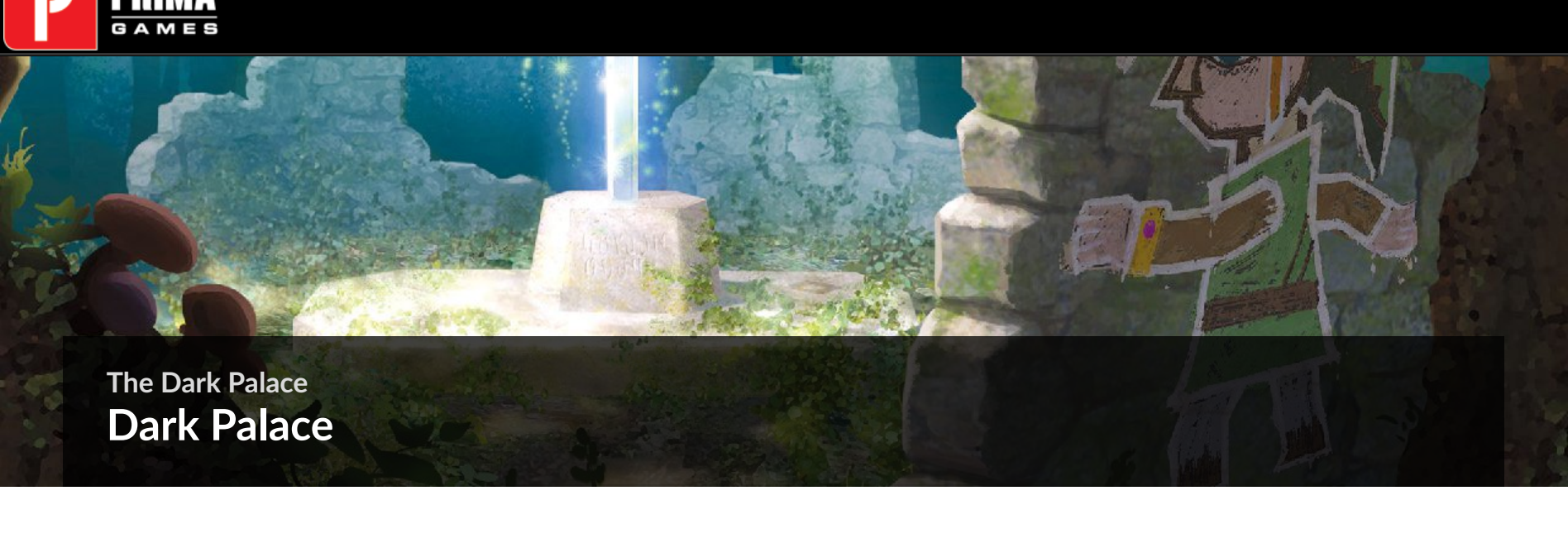
Eventually, Knucklemaster returns to its flying fist attack. Continue to trick the boss into missing and KO'ing itself by ramming the wall. Be quick to land as many sword strikes as possible each time Knucklemaster flops down, and don't relent until this big bad hand has been handily defeated!

The Saintly Sage

A heart container appears after Knucklemaster has been crushed. Collect this precious gift and then proceed through the north door, which leads back outside.

Link emerges from the dungeon once more, standing right near the painting of Seres. Press to touch the painting and free the saintly Sage. At last, the Priest's daughter has been saved!

Back in the Sage's realm, Seres is surprised to find that Link is the one responsible for saving her. Her gratitude overwhelms Link, but our hero has little time to chat—there are more Sages to save! Step into the portal after speaking with Seres to return to Lorule, then fly to the Dark Palace—it's time to find some more Master Ore!



The Dark Palace

Dark Palace

Entering the Dungeon

The Dark Palace is located on the east side of Lorule, sheltered deep in a shadowy area known as the Dark Ruins. To get there, Link must travel through one of two specific fissures in Hyrule.

One such fissure lies in the stone pillar in Hyrule's rocky eastern region, where the Octoroks roam. Another useful fissure is found in a cliff in the Tektite-filled basin south of the Eastern Palace. Both fissures bring you close to the Dark Ruins.

Light is minimal inside the Dark Ruins, and frightening Lorule Soldiers guard the halls. Link must slip past these silent sentries as he heads for the palace, because being caught will land him in prison. Merging is the secret to sneaking past the Dark Ruins' soldiers—and also to escaping captivity if Link's ever spotted and locked away in a cell!

Slip past all of those Lorule Soldiers, and you'll finally arrive at the Dark Palace. Save at the weather vane, whip out your lamp (it's dark in there!), and then head inside.

Room 1: Three Paths

Like many of the Dark Palace's confusing rooms, this first one is quite dark. Use the lamp or Fire Rod to light the braziers and gain some welcomed visibility. The braziers will remain lit unless extinguished by a sword strike (or some other form of attack).

There's a switch to the west, but ignore it for now and look for a long crack running up the northeast wall. Use a bomb to blast through this cracked wall, and you'll create an opening into Room 2.

Room 2: Entry Hall

Bombing through Room 1's northeast wall lets you visit a small ledge in Room 2. Open the nearby chest to collect a Blue Rupee. That's all you can do here from this vantage, so head back into the previous room.

Dark Palace Chest #1: Blue Rupee

Room 1 (Revisited)

Back in Room 1, go west and notice a crystal switch. Hit the switch to activate it, and watch as the room's central platform quickly moves back and forth over the central pit. To cross the pit, you must be standing on that platform when the crystal activates!

Place a bomb near the crystal, then hurry onto the central platform. When the bomb explodes, Link is shifted across the pit. Quickly step off the platform and onto the north ledge when you arrive.

Across the pit, a stone tablet hints at how to proceed. Pull out another bomb, and this time, press to pick it up and then again to throw it. Toss the bomb up to the nearby window that's covered with wooden boards.

When the bomb goes boom, the boards are blasted away, and light shines down on the floor's eye switch. The north door then opens; head through to return to Room 2.

Room 2 (Revisited)

The door leads to Room 2's central walkway. The mysterious, shadowy ledge to the west vanishes if you light a nearby brazier, yet a ray of light continues to shine there, as if the ledge were still present. How strange!

Go north, battling a dangerous Helmasaur on your way to a locked door. Be careful not to fall off the walkway as you confront this rugged creature!

Helmasaur

Damage:1 Heart

These masked monsters calmly stalk the Dark Palace, searching for intruders. When they catch wind of Link, they waste little time rushing forward. A Helmasaur's thick mask blocks Link's frontal sword strikes—try tossing bombs at its mask instead! Raise Link's shield to block the charge, then quickly counter by throwing a bomb at the Helmasaur. The Ice Rod is also effective at stunning these enemies, letting Link slip around and strike their vulnerable flanks.

Go west after besting the Helmasaur, heading for a floor switch in the room's northwest corner. Step on this switch to make a small key drop from the ceiling. It lands back on the shadow ledge, right in the midst of the sunlight's beam.

Clues in the Dark

Perhaps you've noticed those glowing, scrolling arrows on this room's walls? These arrows only appear when rooms are dark (no braziers are lit), and they point toward clues and secrets, hinting at where Link needs to go. The Dark Palace is a confounding temple, but you can discover many clues here by keeping the lights low!

Notice the cracked floor tiles near the floor switch. After stepping on the switch, use bombs to blast these floor tiles to bits! This allows a ray of light to shine down to the floor below—something that becomes important later!

Now, for the key. Unequip the lamp, and you'll see some arrows scrolling along the wall. Merge into the wall and follow these arrows southward, heading for the shadow ledge where the key has landed.

Pop out when you reach the ledge and collect the key. Nice work! Now merge back around and unlock the north door to visit Room 3.

Room 3: Iron Ball Alley

Better pull out the lantern again—this room is pitch-black! Light the nearby brazier to illuminate the place, but beware: This room's braziers go out after a few seconds!

Huge iron balls come rolling down the central passage. Wait for a break between the balls before running north, or simply merge and slide along the wall if you prefer.

Move into the west nook and light another brazier. Dart out of the passage when no iron ball is inbound, then go through the northeast door to visit Room 4.

Room 4: Compass Chamber

This room features a central elevator flanked by two switches. The idea is to ride up the elevator and toss bombs over to each switch until you manage to activate them both. The switches deactivate after a few seconds, so you've got to be quick!

After activating both crystals, a chest appears on the south ledge. Ride up and open the chest to score the dungeon's compass. This will certainly be of value in this devious place!

Dark Palace Chest #2: Compass

Return to the elevator with your compass safely tucked away. Ride up to its highest point, then place a bomb on the elevator platform and step off. Time it so that the bomb explodes when the elevator is at its lowest point, and you'll blast a hole through the low southern wall! Go through while the elevator is low to visit Room 5.

Room 5: Fairy Fountain

Hey, it's a Fairy Fountain! Good, now you have a convenient source of fairies. Bottle a few and then backtrack to Room 3, taking its northeast door to visit Room 6.

Room 6: Goriya Gang A

Link becomes trapped in this room, which is guarded by three creepy Goriyas. Outmaneuver these unusual foes as you seek to slay them with Link's blade or other weapons. It helps to stun these foes first with weapons such as the hammer and Ice Rod.

Goriya

Damage:1/2 Heart

These devious devils mirror Link's movements, copying him as he moves around a room. Green Goriyas are easily bested with a swipe of Link's blade, but the red ones are a bit more challenging, for they block Link's frontal attacks! Try stunning red Goriyas with the Ice Rod, or simply heave bombs at them from afar. Red Goriyas will launch a fireball at Link each time they look directly at him—quickly raise his shield to block these fiery blasts!

An elevator activates in the room once the Goriyas are no more. Ride up to the southern ledge, then place a bomb near the cracked south wall. Go through the opening after the blast to visit Room 7.

Room 7: Wire Walkway

You enter Room 7 on a high wire walkway. Beware the roaming Light Ghinis here as you head for the southern chest.

Light Ghini

Damage:1 Heart

These spooky ghosts float about the Dark Palace, looking to give Link a fright. Light Ghinis vanish while moving in darkness but can be made visible by lighting Link's surroundings with the lamp. Light Ghinis can also pass through walls and other solid objects, just like Poes and Hyus. Tread lightly whenever Light Ghinis are about, and be ready for battle at a moment's notice!

Room 6 (Revisited)

There's another chest in Room 7, but it's too low to reach. Return to Room 6 and stand on the elevator platform. This time, wait for the platform to lower before moving southward. Link slips beneath the southern ledge and enters a secret door, returning to Room 7.

Room 7 (Revisited)

You're now exploring the low ground in Room 7. Head straight for that chest you noticed before and open it to score a monster tail.

Dark Palace Chest #4: Monster Tail

After plundering the chest, search for some cracked floor tiles in Room 7's northeast corner. Use a bomb to blast through these tiles, then drop through the hole to reach the dungeon's basement floor.

Room 8: Shadow Pathways

Bombing through the floor in Room 7 lands you on a high ledge downstairs in Room 8. Crack open the nearby chest to claim another monster part for the Witch's potions.

Dark Palace Chest #5: Monster Horn

After looting the chest, strike the nearby brazier to quell its flame. The room goes dark, but by some mysterious trick of the senses, a network of shadowy pathways becomes visible!

Unequip the lamp and drop from the ledge, landing on the shadow paths below. Beware of Helmasaurs as you navigate the shadow paths, heading for a northeast key.

Collect the small key from the end of the northeast path, then head to the northwest door, which leads to Room 9.

Room 9: Basement Entry

This room features the stairwell that leads back up to the dungeon's first floor. Ignore these stairs for now and go west into Room 10.

Room 10: Walls of Shadow

Unequip the lamp when you enter this dangerous chamber. You must navigate a maze of shadowy walls here, and they can only be seen when it's dark. Attack any lit braziers to extinguish them and discover the shadow walls.

The trick to getting through this room lies in merging. Merge and slide along the shadow walls, and you'll slip through their thin slits, moving through the room. Merging can also save you from the roaming fireballs as you navigate this unusual room, as well as the indigenous Kodongos' fiery breath!

Kodongo

Damage:1 Heart

Kodongos are fire-breathing foes that can burn Link to a crisp with their far-reaching flames. Unlike Lynels, Kodongos remain stationary while spouting flames from their mouths—this lets Link flank them and counter with some heat of his own.

Work your way through the maze of shadow walls, heading for the northwest floor switch. Step on this switch to make a chest appear down south.

Open the chest to collect a small key. Great, now you've got two of them!

Dark Palace Chest #6: Small Key

Room 11: Sunlight Gate

Go south from Room 10 (or Room 8) to reach this wide room, where the big door is found. You have two small keys right now, but no Big Key—and even if you did, a massive gate seems to be blocking the big door, anyway! For now, simply use one of the two small keys to unlock the southeast door, and go through to visit Room 12.

Room 12: Big Key Bowling

This room features a single moving platform, and three lines of glowing arrows point westward in the dark. Light the nearby brazier to see that three switches stand near the west wall.

With or without the brazier lit, step onto the moving platform and throw bombs westward, aiming for the switches. (You don't need to use the moving platform to bomb the southern switch.) You must blast every switch, but don't worry, there's no time limit!

Once all three switches have been triggered with bombs, a big chest appears near the brazier. Lift the chest's lid to claim the Big Key.

Dark Palace Chest #7: Big Key

Room 11 (Revisited)

OK, you've got the Big Key—now you just need to get past that big gate. Return to Room 11 and use your remaining small key to open the southeast door. Go through to visit Room 13.

Room 13: Goriya Gang B

More Goriyas guard this room, but they're stuck on the top level. Move around so that the Goriyas are made to fall through the overhead opening while they mimic your movements. Then defeat the Goriyas just as you did before, either by using ranged weapons or by maneuvering Link close enough for swordplay.

After all of the Goriyas have fallen, a central elevator activates, and a portal appears. Warp back to the dungeon's entrance and save, then warp back through the portal and ride the elevator up to Room 13's higher level. Proceed through the high west door to return to Room 11.

Room 11 (Third Visit)

Back in Room 11, merge and slide westward along the south wall, heading for the high west platform. (Not the first platform that you come to, but the second one, near the west wall.)

Pop out onto the high west platform and strike a crystal. A ray of sunlight then shines down on the floor, activating an eye switch. Aha! To reach that big door, it seems clear that you must shine more light down on this room's remaining eye switches!

Room 3 (Revisited)

Take your leave of this floor for now, backtracking to Room 9 and taking the north stairs to return to Room 3. This time, find a patch of cracked floor tiles near the northeast door. Use a bomb to blast through these tiles, then drop through the floor.

Room 9 (Revisited)

You land back in Room 9, right next to a small key. Excellent! Collect the key, then head back upstairs to return to Room 3.

Room 3 (Third Visit)

Now that you've found another key, you can unlock this room's north door. Do so and then head upstairs to begin exploring the dungeon's second floor.

Room 14: Spinning Walls

Strike the crystal at the south end of this room, and watch as the nearby walls spin around. Whoa!

Have you figured it out? Place a bomb near the switch, then merge into one of the spinning walls. For the purposes of this walkthrough, merge into the east wall first.

Blammo! When the bomb goes boom, it triggers the switch. The east wall that you're merged into then spins around, delivering you to the room's east side. Sweet!

Floor Fallin'

Exit from the wall and take out the Helmasaur that guards the east side of the room. Use another bomb to blast away the cracked floor tiles that you find over here afterward, then drop through the hole to return to Room 3.

Bombing through Room 14's east floor lands you right next to a chest down in Room 3. Open it to pluck out a Purple Rupee.

Dark Palace Chest #8: Purple Rupee

Return to Room 14, and this time, merge into the west wall after placing a bomb near the switch. When the west wall spins you around, exit and then bomb through more cracked floor tiles over on the room's west side.

Bombing through Room 14's west floor tiles lands you on a high passage down in Room 3. Bomb through yet more cracked tiles up here and drop through the hole you expose to reach Room 9.

Down in Room 9, you land on a high ledge that's covered with Rupees. Glorious Rupees! Fill your pockets before dropping from the ledge and taking the north stairs back up to Room 3. Go upstairs again to return to Room 14, then take either the west door to reach Room 15, or the east door to reach Room 16. Both rooms lead to Room 17—your ultimate destination.

Room 15: Vanishing Floor Passage A

Beware: The floor vanishes before you in this tricky passage! Merge into the wall if you're in danger of falling, and exit and reenter the room to restore the floor and try again.

To get through the room, toss or place a bomb over by the central switch. Merge into the west wall afterward and slide southward, past the vanishing floor.

The south door is sealed, but open for a few moments after the room's switch has been triggered. Hurry to the south door and go through when your bomb goes off, triggering the switch. The door leads to Room 17.

Merge Alternative

If you fail to make it through Room 15 before the floor vanishes, you can still merge over to the switch. Place a bomb there, then quickly merge again and slide down to the south door. Sneaky!

Room 16: Vanishing Floor Passage B

Heads up! The floor also vanishes as you explore this passage, but it disappears beneath Link's feet, forcing you to hurry through. Run over and toss a bomb up to the high central crystal. The bomb triggers the switch when it explodes, opening the south door for a brief moment. Hurry through to reach Room 17!

Room 17: Chamber of Light

This wide chamber features several boarded windows, all of which must be blasted open to let in glorious rays of sunlight. Light the room's braziers so that you can see more easily, and beware of those pesky roaming Light Ghinis as you explore.

Crystal switches control elevators at the room's north and south ends. Move onto the north elevator and strike the crystal to ride up to the north ledge.

From the height of the ledge, merge into the north wall and travel eastward. Fold around the corner and exit onto a high northeast ledge.

Hey, you're right near a boarded window! Place a bomb on the ledge and then stand back or merge to avoid the blast.

Nice work! Now walk a short distance southward and use another bomb to open another nearby window. Note a chest below you as you go.

After bombing open the second window, drop from the ledge. Merge into the east wall and travel over to the chest you've just spotted, collecting a line of painted Rupees as you go.

Dark Palace Chest #9: Monster Guts

Go to the room's west side to find another window that's been covered with boards. To open this one, you'll need to throw bombs up onto the high ledge near the window. Get a bomb up onto that ledge with a good toss, and watch as it blasts open that window!

With light pouring in from each of this room's windows, your job here is done—almost! If you'd like to claim this dungeon's special treasure (and of course, you would), follow these next steps precisely to reach the big chest in the middle of the dungeon's second floor.

1. Make sure both of the Room 17's crystals are dark (deactivated), so that the north and south elevators are lowered.

2. Strike the south crystal to activate it, then quickly place a bomb near the crystal.

3. Quickly run onto the north elevator, then strike the north crystal to ride up.

4. Quickly merge into the north wall.

5. Remain stationary while merged. The north wall soon spins around, delivering you to a secret chest!

The secret big chest contains Master Ore. If you've been following along with this walkthrough, then you've just found the fourth and final piece of this precious material. You can now upgrade the Master Sword to its fullest potential!

Dark Palace Chest #10: Master Ore

Master Ore #4

Collect these and give them to the Blacksmith, and he'll strengthen your sword.

Sharpen Your Sword

Now that you've located the last two pieces of Master Ore, you can fully upgrade the Master Sword. Visit the Lorule Blacksmith and sharpen your blade once more!

Level 3 Master Sword

The Master Sword Lv3 is four times as sharp as the original!

Room 11 (Final Visit)

With all of Room 17's windows shining their light down on rooms below, return to Room 14 and go back downstairs. Keep going downstairs to reach Room 9, then pass through either Room 8 or Room 10 to return to Room 11. With sunlight beaming down onto all four of its eye switches, Room 11's massive gate finally opens. Proceed through the big door to face the final battle.

Room 18: Gemasaur King's Lair

This room is pitch-black, and there's a foul odor in here. Equip the lamp and use it to light the two corner braziers. Once both braziers are lit, the dungeons' boss makes its grand appearance!

Boss Battle: Gemasaur King

This monstrous, gem-covered giant is one tough nut to crack. Gemasaur King stalks Link slowly at first, perhaps sizing up its prey. Occasionally, Gemasaur King fires sharp shards of stone; avoid these by merging into the surrounding walls.

Gemasaur King's thick hide and massive stone mask protect it from most frontal attacks. To wound the great monster, you must throw bombs at its face!

Hurl bombs at Gemasaur King to blast away at its mask. Precious Rupees rain down from the beast's encrusted hide each time it suffers a good bombing. Just keep blasting the boss with bombs until you at last shatter its mask! If you have the Nice Bomb upgrade, this will happen faster.

When Gemasaur King's mask shatters, the boss loses its protective shell. However, Gemasaur King is even more dangerous now, for it races around the room in a rage, ramming Link for damage! Merge into walls to escape the great beast's rampage.

Gemasaur King might be faster now, but without its mask for protection, it's also more vulnerable. Assail the tyrant as many times as possible each time it slows down.

Eventually, Gemasaur King will let out a terrible roar that casts you into total darkness. The monster then storms around the room in a fury for as long as the lights are out, becoming extremely dangerous. Not good!

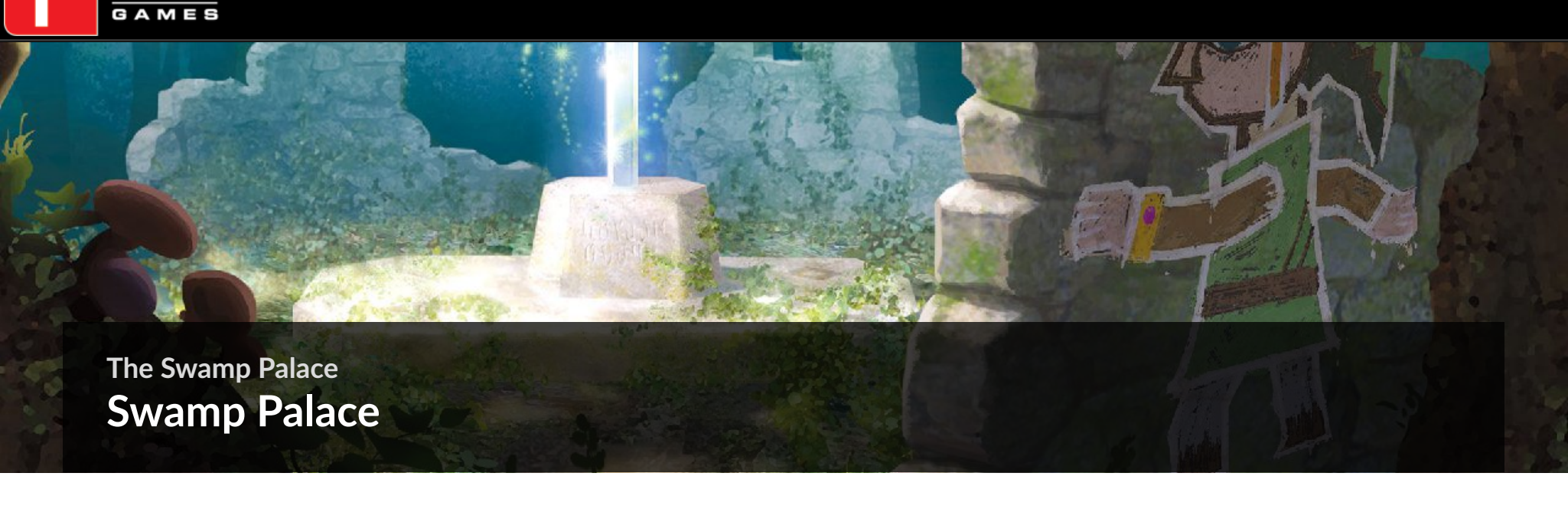
When the lights go out, immediately merge into a wall for safety and then slide over to the nearest brazier—there's one in the room's northwest corner and another in the southeast corner. Light both braziers again to expose the boss, then punish Gemasaur King while you have the chance! Keep it up until the big beast is finally bested.

A Friend Is Saved

A heart container appears after you dethrone the Gemasaur King, and the painting of a Sage falls down from the wall. Collect the heart container first to increase Link's health.

Now, to the Sage! Touch the poor soul's painting to free the Sage, who turns out to be Link's old pal, Gulley!

Back in the Sage's realm, Gulley's spirits are not broken. In fact, now that he knows he's a Sage, he tells Link that he won't be afraid of anything anymore. Way to go, hero! Hyrule's Blacksmith and his wife will certainly be pleased to hear that their little boy is safe.



The Swamp Palace

Swamp Palace

Entering the Dungeon

Go south from the Vacant House in Lorule to reach Lorule's Southern Ruins. Explore to the southwest to locate the Swamp Palace within these ruins.

Unfortunately, the Swamp Palace is completely flooded. To enter the dungeon, you must first find a way to drain out the water. Do so by blasting the large cracked rock that stands right outside the Swamp Palace. Only a Big Bomb Flower can destroy this large cracked rock—go west to find the Bomb Shop and lead a Big Bomb Flower here.

Blast the large cracked rock to bits, and the Swamp Palace's excess water quickly drains away. Use the Hookshot to latch onto one of the wooden pegs near the dungeon and zip over the moat. Save before heading inside.

Room 1: Entry

All's quiet in the Swamp Palace's first chamber. Use the Hookshot to latch onto the north lever, then pull the lever out from the north wall.

The room fills with water once the lever is fully extended. Swim to the room's outer walkway and go up through the north door to reach Room 2.

Room 2: Big Door Chamber

Beware: This wide, watery room is filled with enemies, including swift Water Tektites and hard-shelled Gyorms. The big door stands up north, and there's a big chest in the room's center, but the chest is surrounded by flames and can't be reached. A strange control valve also stands up north, but it can't be used at present. For now, simply go east into Room 3.

Tip

It's risky, but you can access the big chest right away if you enter Room 2, dash to the bottom right corner, and use the Tornado Rod.

Gyorm

Damage:1 Heart

These soft-bodied baddies ride around in thick, spike-covered shells, making them dangerous to deal with when first encountered. However, by simply using the Hookshot, Link can rip a Gyorm out of its shell, at which point the monster becomes highly vulnerable to Link's blade!

Water Tektite

Damage:1 Heart

Unlike other types of Tektite, Water Tektites do not jump, but instead skate along the surface of water. Try dispatching Water Tektites with ranged weaponry from the safety of dry land before swimming into their territory. Dive while swimming to avoid contact with these agile enemies.

Room 3: East Stairwell 1F

This room is filled with more foes and more water. You can't reach the high central chest or northwest floor switch, so simply proceed north and go downstairs to visit Room 4.

Room 4: East Stairwell B1

Beware this room's rushing rapids—they'll sweep Link into the central pit if he steps into the torrent! Use the Hookshot to zip past the first rapid, then quickly dispatch the yellow Bari beyond. Remember that yellow Baris split apart into two smaller Biris when slain!

After cutting down the Bari (and Biris), activate the room's southern switch with a ranged weapon, such as the Hookshot or bow. Once activated, all of the room's rapids cease to flow, allowing for easier exploration.

Run north from the crystal to reach a small key atop some stairs. These are always good to have on hand! Pocket the key and then proceed through the room's northwest door to visit Room 5.

Room 5: Compass Chamber

A chest rests on the middle of this room's watery floor. Slay the swift Water Gibos here as you move to loot the chest. Inside, you discover the dungeon's compass—another good find!

Swamp Palace Chest #1: Compass

Water Gibo

Damage:1/2 Heart

These blob-like baddies swiftly slip around on the water's surface, much like Water Tektites. They're weaker than Water Tektites however, and therefore less of a threat. The Tornado Rod is useful for stunning Water Gibos when they come too close for comfort.

Room 6: West Stairwell B1

Tip

If you're in a hurry, enter Room 6, go south and climb the stairs, then use the Hookshot to obtain the small key early.

Ignore Room 5's locked north door for the moment and take the west door instead to reach Room 6. Stand on the north raft here and use the Hookshot to latch onto the post to the south.

Whoa! Using the Hookshot pulls the raft you're standing on toward the post. Hookshot the next post to the west and sail over to a chest, which contains a Red Rupee.

Swamp Palace Chest #2: Red Rupee

Hookshot the post to the south after looting the Red Rupee chest, and you'll sail down to a door. Go through to visit Room 7.

Room 7: Gyorm Shell Toss

The moment you enter this room, Hookshot the Gyorm to rip it out from its shell. Slay the Gyorm, then pick up its shell afterward.

Quickly toss the Gyorm shell at the east crystal, making sure that Link isn't hit by the northern arrow trap. You can also trigger this switch with ranged weapons like the bow and Hookshot of course, but using the Gyorm's shell earns you style points! (Not really.)

Hitting the crystal makes a chest appear nearby. Pop open its lid and pluck out a precious Gold Rupee!

Swamp Palace Chest #3: Gold Rupee

Room 6 (Revisited)

Go back into Room 6 to find that its raft has returned to its original position up north. Go north and board the raft once more. Again, while standing on the raft, Hookshot the southern peg to slide southward, just as you did before.

This time, after sailing south to the first peg, face east and Hookshot over to another peg that's near the room's eastern chest. Sail over and open this chest to claim some icky monster guts.

Swamp Palace Chest #4: Monster Guts

Room 5 (Revisited)

That's it for Room 6—backtrack through the northeast door to return to Room 5, then use the small key you found back in Room 4 to open the north door and visit Room 8.

Room 8: Waterworks

Use the Hookshot to safely dispatch the silver Baris in this long chamber. Use the Hookshot again to trigger the room's northwest switch.

Activating the northwest switch causes water to start flowing eastward, filling the eastern pool. Go east and cross the rapids, swimming past the rapids after they send you sliding into the pool.

Stand near the foot of the east stairs and fire a ranged weapon at the far east crystal across the water. Activate this switch to make more water flow westward, filling the room's western pool.

With water now flowing westward, climb the east stairs and merge into the wall. Loop around to a ledge, then pop out and ride the southern rapid back over to the room's west side. Whee!

When you reach the room's west end, merge over to another crystal. Activate this switch as well to send even more water pouring into the room from the west wall.

Go north and ride the new water rapid over to the center of the room, which is now filled with water. Cross over to the north stairs and take them up to Room 9.

Room 9: Gigabari's Lair

Beware: A monstrous gold Gigabari lurks up here! Link becomes trapped in this room when he enters, and only by slaying the big Gigabari will he be allowed to proceed.

Though big and bad, Gigabari acts just like any other Bari. It slowly floats about, becoming electrically charged every now and then. Keep your distance and assail the slow monster with ranged attacks—the Hookshot and bow work quite nicely.

Look out: After suffering plenty of damage, the giant Gigabari bursts into a teeming horde of tiny gold Biris! Keep back and use the Hookshot or bow to slay these little beasts without giving them the chance to shock you.

Tip

Before unleashing the Biris, Gigabari warns you by flashing red. Use the Fire Rod once the flashing begins to instantly defeat the Biris before they can split apart!

Cut down every last Biri to at last unseal the room. A portal also appears. Warp back to the dungeon's entrance and save if you like, then travel back through the portal and go through Room 9's southwest door to visit Room 10.

Room 10: West Stairwell 1F

This room is similar to Room 3, featuring a high chest and floor switch. The chest is out of your reach, but step on the floor switch to extend a wall that bridges the nearby gap on the ledge. Now you'll have an easier time moving through here!

Ignore the northwest stairs and notice the cracked floor tiles to the south of the floor switch. Use a bomb to blast through these tiles, then drop through the hole to return to Room 6.

Room 6 (Third Visit)

Bombing through the cracked floor in Room 10 lands you on a high walkway downstairs in Room 6. Use the Hookshot to snatch a small key from the tall north pedestal—it's there for the taking!

After collecting the small key with the Hookshot, go south and use the key to open the locked southeast door, which leads into Room 11.

Room 11: Water Control A

Use the Hookshot to help you slay the Gyorms in this watery room, then approach the nearby mechanism. It's some sort of control valve! While standing south of the device, use the Hookshot to latch onto its left handle. Pull on the Hookshot's chain to turn the valve.

Pulling the valve's left handle with the Hookshot lowers the room's water level. Now you can go through the north door! Drop to the low ground and go north into Room 12.

Room 12: Special Treasury

Press to dive under the large spiked pin that rolls back and forth in this small room. Swim north, heading for a big chest. Open the chest to claim this dungeon's special treasure: the awesome blue mail!

Swamp Palace Chest #5: Blue Mail

Blue Mail

Sturdy mail that provides great defense.

Armored Up

Now that you've found the blue mail, all damage that Link suffers from this point forward will be reduced by half. That's right—this incredible upgrade makes Link twice as tough as before!

Room 13: Beamos Chamber

Return to Room 11 after claiming the blue mail and take the southwest door to reach Room 13. Beware: Link becomes sealed in this room, in which two northern levers are guarded by a central Beamos. Move onto the central platform, then quickly run around the Beamos as it fires its rotating laser, keeping out of harm's way.

When the Beamos stops firing, quickly latch onto the northwest lever and pull it out of the wall. The opens the room's north door, allowing you to escape upstairs to Room 14. There's no need to pull the northeast lever—doing so merely causes a nest of Skullropes to drop from the ceiling!

Room 14: Water Control B

Beware the Gyorms that roam this small room. Drop from the entry ledge and step on the low floor switch to open the northeast door.

Swim to the room's northwest corner and go upstairs to reach a higher walkway. Stand on the Hookshot tile up here and face north, then fire the Hookshot at the wooden target on the north wall.

Whoa! Link zips over to the wall's wooden target. Quickly press to merge into the wall when he makes contact.

Slide counterclockwise around the wall, heading for the room's south ledge. Exit and scale the southern stairs to reach the central water valve.

First, Hookshot the valve's right handle. Pull this handle twice, spinning the valve two times to raise the water as high as it will go.

After raising the water level all the way up, swim over and loot the nearby chest.

Swamp Palace Chest #6: Small Key

Swim back over to the control valve. This time, spin the valve's left handle once to lower the water level by one increment. Now swim over and go through the northeast door to revisit Room 2.

Room 2 (Revisited)

Back in Room 2, the water level is now a bit higher—but you still can't reach that big chest. For now, simply swim through the west door to return to Room 10.

Tip

If you're willing to risk a lot of damage, you can get to the Big Key sooner; use the Tornado Rod or the Ice Rod to put out those flames!

Room 10 (Revisited)

Now that the water level has been raised on this floor, you can reach this room's high treasure chest. Swim over and lift its lid to score a small key.

Swamp Palace Chest #7: Small Key

Room 3 (Revisited)

Pocket your small key, then go north into Room 5. Continue east through Room 5 to reach Room 3. Step on a floor switch when you enter to extend a wall and bridge a gap on the ledge, just as you did back in Room 10 not long ago.

Again, you can reach a high chest in this chamber thanks to the higher water level. Swim over and raid the chest to claim some gooey monster guts.

Swamp Palace Chest #8: Monster Guts

After looting Room 3's high chest, use a bomb to blast through the cracked floor tiles on the room's north ledge. Drop through the hole afterward to land back downstairs in Room 4.

Room 4 (Revisited)

Bombing through the floor in Room 3 lands you on a high walkway down in Room 4. Unlock the southwest door with one of the two keys you're carrying and go through to revisit Room 11.

Room 11 (Revisited)

You're back in Room 11, near the first water control valve you discovered. This time, use the Hookshot to grab and pull the valve's right handle twice in a row, raising the room's water level to its maximum height.

After raising the room's water level all the way up, swim over to the locked southeast door, and use your remaining key to go through into Room 15.

Room 15: Gyorm Gang

Careful: This room's central pit is filled with dangerous Gyorms! Drop down and use the Hookshot to help you slay each and every one of these prickly pests.

Room 16: Fairy Fountain

After clearing out the Gyorms, go north, entering a small room that's filled with fairies. It's a Fairy Fountain! Take a moment to fill your bottles here before moving on.

Room 15 (Revisited)

Back in Room 15, use the Hookshot to latch onto the south peg and zip over to the southern ledge. Loop around to the north and go upstairs to visit Room 17.

Room 17: Water Control C

Link is sealed in this watery room when he enters. Slay any Gyorms that get in your way as you head up the west stairs.

The stairs lead up to a Hookshot tile. Stand there and use the Hookshot to latch onto the west wall's wooden target. Link zips over to the wall.

Press to merge into the wall the moment Link makes contact. Slide south and then east, collecting a few painted Rupees on your way to the room's southern ledge.

Exit onto the southern ledge. You're now within range of a water valve. Use the Hookshot to latch the valve's left handle, and spin the valve to lower the room's water level.

After drainig the room's water, drop and move over to the northern floor switch. Step onto the switch to open the high northwest door.

One Room, Two Valves

Now move onto the room's east ledge. There's another water valve to the north, in the room's northeast corner. Use the Hookshot to pull the valve's right handle, raising the room's water level by one degree.

With the water level back up, swim back over to the west stairs. Latch onto the west wall's target again with the Hookshot and then merge back around to the southern ledge.

Back on the southern ledge, latch onto the central water valve's right handle. Pull this one to raise the water level again, filling the room to its maximum height.

With the room full of water, you now can swim over to the northwest door. This is the same door that you opened by stepping on the room's floor switch before. Go through to return to Room 2.

Room 2 (Third Visit)

Back in Room 2, you'll be happy to see that the flames around the big chest have at last been extinguished. Unfortunately, the water level is now so high that the whole chest is submerged!

Swim to the room's northwest ledge, which is covered in skulls. Smash the skulls to discover a hidden floor switch. Aha! Step on the switch to lower the room's water level by one degree.

With the water level lowered, you can now reach the room's northwest valve. Latch onto the valve's left handle and spin it to lower the water level once more.

After lowering the water level, you can finally reach that big chest. Go down there and lift the chest's lid to discover the Big Key.

Swamp Palace Chest #9: Big Key

With the Big Key in your possession, there's nothing left to do here at the Swamp Palace. Go north and use the Big Key to open the big door, beyond which lies the Swamp Palace's evil boss.

Boss Battle: Argghus

The Swamp Palace's awful boss, Argghus, is a monstrous red eyeball that's surrounded by several smaller, blue eyeballs. Talk about an eyesore!

As Argghus slowly pursues Link around its chamber, it occasionally launches one of its smaller eyeballs toward Link. These eyeballs catch fire and will burn Link if he's struck. Stay mobile and merge into walls if necessary to avoid these early attacks.

To damage Argghus, first you must expose the monster. Use the Hookshot to snatch away each of Argghus's smaller blue eyeballs, then quickly attack the eyeballs before they return to Argghus.

Keep grabbing and stabbing Argghus's eyeballs until you've destroyed every last one of them. At this point, Argghus becomes enraged and jumps all around, trying to slam down and flatten poor Link. Stay mobile and merge into the surrounding walls to escape Argghus's ire.

After Argghus jumps three times, it begins to summon energy. Immediately stun the monster with the Ice Rod to interrupt its forthcoming eye beam barrage!

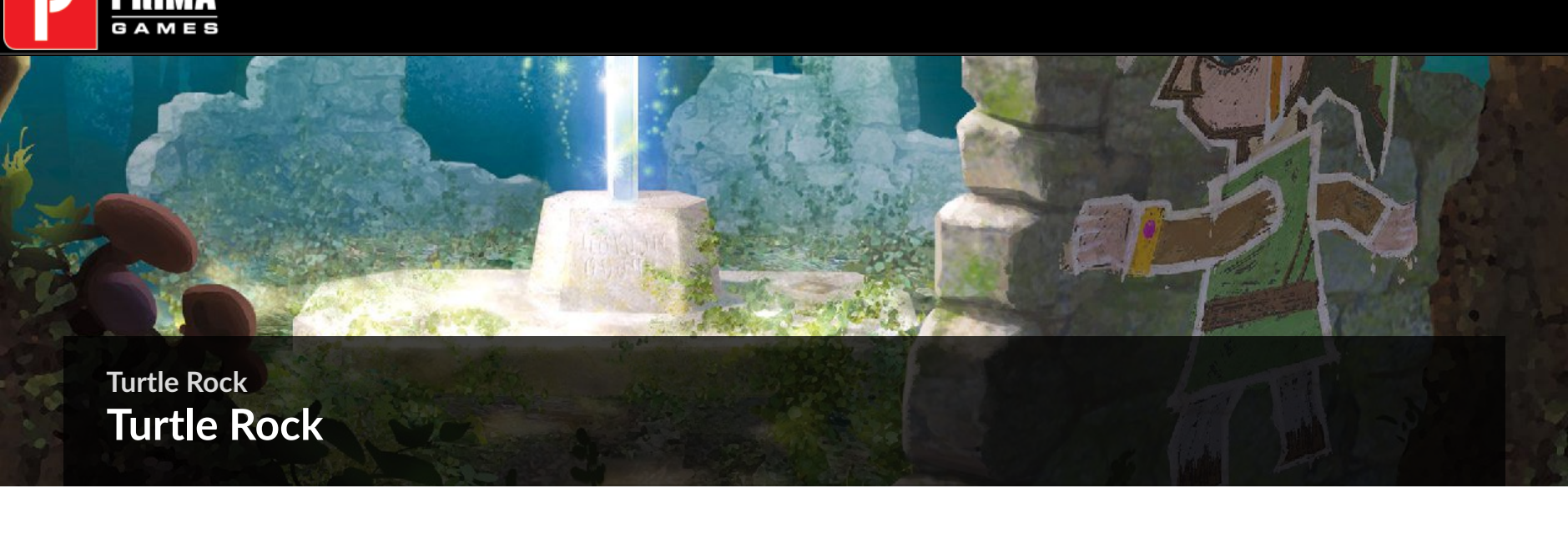
Continue to avoid Argghus's jump attacks, landing your own strikes each time the boss hits the ground. Use the Ice Rod to stun Argghus, or strike with the Master Sword, and it'll never have the chance to unleash its powerful eye beam attack. Don't stop hacking and slashing away until victory is finally yours!

The Royal Zora

After suffering enough of Link's wrath, Argghus is at last defeated. Collect the heart container that the great monster leaves behind and then proceed through the north door.

Link arrives in a small, water-filled chamber. A Sage's picture is quietly displayed on the room's central platform. Approach the picture and touch it to rescue another trapped Sage!

Well done, hero—you've just saved Oren, the Zora Queen! This is the second time Link has saved this accident-prone queen, but hey, those Zora's Flippers were totally worth it. Warp back through the portal after speaking with Oren—the remaining Sages await!



Turtle Rock

Turtle Rock

Entering the Dungeon

Turtle Rock is a dungeon in Lorule Lake—the same spot where the House of Gales appears in Hyrule. To reach this region, use the fissure that's south of the Lakeside Item Seller (merge around the southern cliff to reach it), or use the fissure near the Racing Bro, who runs the Hyrule Hotfoot game. Entering either of these fissures in Hyrule takes you to the Lorule Lake region.

Now, to the dungeon! Head for Lorule Lake, and look for three troubled turtles that are stuck in tricky situations around the lake. One turtle is located in the lake's southwest corner—slay the Slaroks near the turtle, then press to flip the turtle upright and into the lake.

Another turtle is being harassed by evil Kus up north, on the lake's west side. Cut down all of the Kus near the turtle to rescue the poor creature.

The third and final turtle is stuck on the high north cliff. To reach it, scale the northwest ladder to climb out of the lake, then merge into the high north cliff.

Now slide eastward along the cliff, heading for the stuck turtle. Slide right behind the turtle and pop out of the wall to knock it down, just like you've done to rescue many a Maiamai by now.

With all three turtles returned to the lake, the gigantic Mama Turtle rises up from the depths. Mama Turtle thanks Link for helping her children, and offers to give our hero a ride around the lake. How thoughtful! Swim up behind Mama Turtle and climb aboard.

Use the Boomerang to snatch nearby items as you ride Mama Turtle around the lake. When you pass the fiery north temple of Turtle Rock, step off Mama Turtle and save your game at the weather vane.

You've made it to the dungeon—now, to enter it! Wait for a lava geyser to froth up from the nearby magma, then use the Ice Rod to freeze the geyser solid.

Now's your chance! Merge into the frozen geyser and slide around to its north side. Pop out of the geyser before it returns to its molten state, then head into Turtle Rock.

Room 1: Entry

A river of lava flows through this room, presenting an impassible obstacle to all save those who possess the Ice Rod. Use the Ice Rod to freeze small sections of lava, then hurry across the cooled substance before it reverts to its lethal liquid state.

Room 2: Fire Cavern A

More lava flows through this wide chamber, which features small side rooms at all four corners, as well as a fifth room up north. Ignore the side rooms for the moment and use the Ice Rod to freeze the nearby balanced beam.

After freezing the beam, run up to reach the room's east walkways. When you encounter another balanced beam, stop and wait for a lava geyser to froth up nearby. Freeze the geyser with the Ice Rod, then merge into it and slide around the geyser to reach the room's central platform.

Turtle Rock Chest #1: Compass

Once you're standing on the central platform, use the Ice Rod to activate all four nearby crystals. After all four switches have been activated, a chest appears. Open the chest to claim the dungeon's compass.

Finding the Floor Switch

You've found the compass, now let's locate an important floor switch. Freeze the two lava geysers to the west, then merge into and around them to reach the room's west walkways.

Freeze the balanced beam to the north after crossing the lava geysers. Go north across the frozen balanced beam afterward.

The floor switch is hidden under a short section of metal walkway beyond the balanced beam. Step on the floor switch to open the high north door. Great—now you've just got to get up there!

Side Room Exploration

Drop from the ledge after activating the floor switch. You can't explore very much of the northwest and northeast side rooms, so ignore them for the moment and merge southward along the room's west wall, returning to the room's entry area.

When you return the room's southern entry, go east and enter the southeast door to visit Room 3.

Room 3: Southeast Kodongo Wing

This small room is filled with vicious, fire-breathing Kodongos. Stay mobile to avoid their flames as you toss bombs up at the Kodongos from the low ground. (You can also freeze them with the Ice Rod to make them easier prey.) Slay all of the room's Kodongos to make a chest appear on a high ledge.

Room 2 (Revisited)

You can't reach Room 3's chest, so exit the room and return to Room 2. Use the Ice Rod to freeze the southern balanced beam, then sprint up the beam to reach the high east walkway.

Beware the Flamolas that leap out of the lava as you navigate the east walkway. These monsters are exactly like the Swamolas you battled at Misery Mire, and they can be stunned and defeated with the Ice Rod if you like. Slay or avoid the Flamolas as you move to merge into the room's east wall.

Slide south along the east wall, heading for the room's high southeast ledge. Exit from the wall when you get to the ledge, then pass through the high southeast door to revisit Room 3.

Room 3 (Revisited)

Entering this room from Room 2's high southeast door places you within reach of a warp panel. You still can't reach this room's chest, however. Step on the panel to warp to Room 4.

Room 4: Northeast Kodongo Wing

The warp panel whisks you to a high ledge in Room 4. Ignore the Kodongos below you and simply step onto the other nearby warp panel to travel to Room 5.

Room 5: Fairy Fountain Access

Three red-hot geysers regularly froth up from this room's central lava pool. Freeze all three geysers at once, then merge into them and slide over to the southeast door, which leads outside. (You can also simply freeze the lava to create temporary platforms and walk across.)

Link emerges outside on Lorule Lake, among a small group of circling fairies. What a nice change of scenery! Collect a few fairies if you like before heading back into the dungeon. Travel back through Room 5's warp panel to return to Room 4.

Room 4 (Revisited)

This time, drop from Room 4's high ledge and slay the Kodongos on the lower ledge. Step onto the lower ledge's warp panel to travel back to Room 3.

Room 3 (Third Visit)

Turtle Rock Chest #2: Monster Horn

Room 4's lower warp panel brings you to Room 3's southern ledge. At last, you can reach this room's chest! Flip its lid to score a monster horn. (If there's no chest here, you must slay all of the room's Kodongos to reveal it.)

Room 2 (Third Visit)

Drop from the ledge after looting the chest and go north into Room 2. Once again, freeze the southern balanced beam and sprint up to the east walkways.

Go east and merge into the room's east wall again. Slide southward along the wall once more, but this time, keep going past the room's southeast ledge. Slide westward along the room's south wall, heading to the high southwest ledge.

Room 2's high southwest ledge features a Red Rupee. Pop out and collect this prize, then carefully drop to the lower ledge, which features a floor switch. Step on this switch to open the nearby door below you, then drop down and go through the door to visit Room 6.

Room 6: Southeast Gibo Wing

This small room's balanced beam is guarded by a pair of blob-like Gibos. These monsters are similar to the Water Gibos you faced in the Swamp Palace, except that they hover through the air, and only their smaller part can be harmed (unless you use the Ice Rod).

Slay or avoid the Gibos as you step onto the balanced beam. Tilt the balanced beam so that you can reach the high north ledge, then freeze it with the Ice Rod and sprint up there. Use the ledge's warp panel to travel to Room 7.

Room 7: Northeast Gibo Wing

Room 6's warp panel whisks you away to a high ledge in Room 7. Ignore the small key on the lower ledge below for the moment and simply use another nearby warp panel to visit Room 8.

Room 8: Outdoor Balcony Access

The heat of this small, lava-filled room certainly is intense! Quickly use the Ice Rod to freeze the molten floor so you may cross over and exit through the southwest door. (Merging around the walls makes the journey a little easier.)

The door leads outside to the fresh air of Lorule Lake. Hey, there's a piece of heart out here! If you've followed this walkthrough faithfully, then this happens to be the final piece of heart you'll find. Congratulations!

Room 7 (Revisited)

Now that you've secured your last piece of heart, it's time to get a move on. Travel back through Room 8's warp panel to return to Room 7, then drop to the lower ledge and slay a pair of Gibos that guard the small key you noticed before.

Room 2 (Fourth Visit)

Exit Room 7 with your small key in hand and return to Room 2. Go east and freeze the room's northeast balanced beam, then go southward up the beam.

The beam leads back up to the east walkways. Go east and merge into the east wall again. This time, slide north along the wall to reach the room's northeast ledge.

Hey, there's another small key up here! Pop out of the wall and pocket the key, which is sure to come in handy.

Merge back into the wall after claiming the key, and continue sliding northward and then west, wrapping around the room's northeast corner. Keep going until you reach the high north door—the very one you opened by stepping on the floor switch a short time ago. Pop out onto the high north ledge and go through the high north door to visit Room 9.

Room 9: Stairwell

Turtle Rock Chest #3: Silver Rupee

Room 2's high north door leads to an overhead wire balcony in Room 9. Open the chest up here and collect a shiny Silver Rupee.

Beware: Dangerous Fire and Ice Wizzrobes appear when you drop from the wire balcony! Slay these formidable foes to unseal the room—but don't go downstairs just yet!

Wizzrobe

Damage: 2 Hearts

These spooky spellcasters warp around rooms, appearing and disappearing at will. Each time a Wizzrobe materializes, it fires a beam of fire or ice (depending on its type). Both spells inflict damage, but the Ice Wizzrobe's spell also freezes Link for a brief time—not cool! Wizzrobes can be tough to hit with traditional weapons, but the Ice and Fire Rods can quickly bring them down.

Chest Quest

After defeating the Wizzrobes in Room 9, backtrack southward into Room 2. Begin searching the room for snake-like Flamolas that leap out of the lava pit here and there. Use the Ice Rod to stun and slay every Flamola in the room.

Defeat all of Room 2's Flamolas, and a chest appears near the west wall. Nice! But how to reach it?

To get the chest, you must first cross the room's east walkways and merge into the east wall. Make a long clockwise journey around the room afterward, heading west along the south wall and then north along the west wall as you loop around toward the chest.

Turtle Rock Chest #4: Purple Rupee

When at last you arrive at the chest's ledge, pop out of the wall and plunder your Purple Rupee prize. Proceed through the north door to return to Room 9 afterward, and take the north stairs down to Room 10.

Room 10: Basement Stairwell

The basement stairwell houses two chests—one large, one small—but both are out of your reach, perched atop high wire ledges. Too bad! Go south into Room 11 for now.

Room 11: Fire Cavern B

This huge, lava-filled chamber is home to many more hostile Wizzrobes. Stay mobile and use the Ice Rod to slay as many of these high-flying foes as possible. (You won't be able to reach the northwest Wizzrobe at first, for an overhead ledge protects it.)

Each time you defeat a Wizzrobe, a small section of walkway rises up from the central lava pit. Looks like you should slay every Wizzrobe in this room!

Room 12: Fire Gimos Wing

Go through Room 11's northwest door, and Link will become trapped inside this small chamber, forced to contend with a group of Fire Gimos. The enemies all spring to life at once—use the Ice Rod to keep them stunned while you hack and slash away with Link's blade.

The room unseals after the Fire Gimos have fallen, and a portal appears. Warp through the portal to return to the dungeon's entrance, then go outside and save your game before venturing onward.

Room 11 (Revisited)

Warp back through the portal and return to Room 11. There are sure to be more Wizzrobes down south! Freeze the northwest balanced beam with the Ice Rod, then run southward, up the beam.

Sure enough, another Wizzrobe appears near the small walkway that the beam leads to. Beware: A nearby fire trap also spins 'round and 'round, posing a dangerous threat! Stand on the walkway's west edge, right next to a pair of frothing lava geysers, and you'll be safe from the spinning fire trap as you battle the Wizzrobe.

After taking out the Wizzrobe (and raising a section of walkway in the process), freeze the nearby lava geysers and walk across their tops to reach the room's west wall. Merge into the west wall and then slide northward, heading for the room's northwest ledge. Pop out and claim several Rupees there, along with a monster horn.

Merge back into the wall after looting the ledge and continue sliding around the room. You soon come to a locked door way up on the north wall. Slide right up close to the door, then exit from the wall to drop to a lower ledge.

Hey, there's another door down here! But before you go through, merge into the north wall again and slide west, heading for the ledge with the Wizzrobe that's been sheltered by an overhead ledge all this time.

Exit onto the Wizzrobe's ledge and slay the villain to raise another section of walkway from the lava pit. If you've slain every Wizzrobe up to this point, then a treasure chest has also appeared by now!

Merge back into the wall and return to the north ledge and door. Pop out onto the ledge and go through the north door to revisit Room 10.

Room 10 (Revisited)

Turtle Rock Chest #5: Silver Rupee

Room 11's middle-height north door leads to Room 10's lower wire ledge. Open the small chest you discover down here to claim a Silver Rupee. Sweet!

Room 11 (Third Visit)

Return to Room 10 after looting the small chest and drop to the ground floor. Strike the nearby crystal to raise the overhead ledge up to the higher, locked north door.

Tip

If you're in a hurry to get the Big Key, don't return to the ground floor. Instead, drop a Bomb near the switch to raise the ledge and head directly for the high north door.

You know what to do! Freeze the balanced beam again and go up to the tiny west walkway. Freeze the western lava geysers and merge back into the west wall. Slide north along the wall, traveling back around to the locked north door.

When you reach the locked north door, exit from the wall and onto the ledge that you raised by striking the switch a moment ago. Now that the ledge has been elevated, you can unlock the high north door and return to Room 10.

Room 10 (Third Visit)

Turtle Rock Chest #6: Big Key

Back in Room 10, you're now standing on the highest wire ledge. Raid the big chest you discover up here to claim the dungeon's Big Key.

Room 11 (Fourth Visit)

Back out in Room 11, notice a metal bridge that's leaning against the north wall. This looks familiar—it's the same kind of leaning bridge you saw in the Thieves' Hideout! Merge into the north wall and slide behind the bridge, then pop out to knock it down.

Turtle Rock Chest #7: Hylian Shield

If you've slain all of the Wizzrobes on Room 11's north and east sides, then several walkways and a chest have appeared nearby. The bridge you've just knocked down leads to this chest—go over and flip its lid to claim Turtle Rock's special treasure, the Hylian Shield!

Hylian Shield

A shield that's based on excellent Hylian design. Raise it with .

Backtrack onto the bridge and drop to the ground floor. Go through Room 11's northeast door to visit Room 13.

Room 13: Beamos's Key

Your Ice Rod gets a workout in this small chamber! Beware the roaming Gibos as you move to freeze the room's central lava (and lava geyser) with the Ice Rod. Use the frozen lava geyser to avoid the laser-gaze of the Beamos that guards the far key. Or simply freeze the Beamos with the Ice Rod and slip past. (You can also simply merge into the wall to avoid the Beamos's laser.)

Get past the Beamos, then collect the small key. Nice work! Now slip back out to Room 11.

Room 11 (Fifth Visit)

Back in Room 11, freeze the northwest balanced beam once again, and go up to reach the tiny western walkway. This time, cross the next balanced beam to the south to reach the room's southern half. Open the locked southwest door and go through to visit Room 14.

Room 14: Path of Fire

This small room is filled with lava geysers and fire-spitting statues. Use the Ice Rod to freeze the lava and the statues as you head for the far skulls.

Smash the far skulls to expose a floor switch. Aha! Step on the switch to extend a walkway back in Room 11. Better head back out there!

Room 11 (Sixth Visit)

Back in Room 11, go east across the new walkway you've just created by stepping on the floor switch in Room 14. The walkway leads to Room 11's locked southeast door. But before going through, strike the nearby crystal to activate it, making a walkway rise from the northern lava pit.

The switch deactivates after a few seconds, plunging the walkway back into the lava. Now that you understand the timing, stand at the walkway's south end and strike the switch to raise the walkway, then immediately run north along the walkway.

While running north, look for Wizzrobes to defeat with the Ice Rod. Slay two more Wizzrobes over here to extend two platforms on the room's east side, one of which features another chest!

Backtrack off the walkway before time runs out, then strike the crystal again to raise the walkway once more. After slaying both Wizzrobes over here, you can freeze the east lava geyser and merge around it to reach the east wall—but you've got to be quick!

Merge into the east wall, then slide north toward the room's northeast ledge. When you get there, slide behind a leaning bridge and pop out from the wall to knock the bridge down.

Turtle Rock Chest #8: Monster Tail

Nice work! Now cross the bridge and loot the chest you discovered by slaying all of the Wizzrobes. You've certainly earned it!

Return to Room 2's south end by way of the balanced beams. When you get there, go through the locked southeast door to visit Room 15.

Room 15: Spike Trap Wing

Carefully avoid the dangerous spike traps as you move through this small chamber. Use the Ice Rod to freeze the traps if you like—you'll also need to cool the lava streams that get in your way.

Smash the room's far skulls to discover a floor switch. Pay dirt! Step on the switch to extend another walkway back out in Room 11. Now you can proceed through Room 11's southern door to visit Room 16!

Room 16: Big Door Chamber

Stepping on the floor switch in Room 15 lets you reach the door to this small chamber, where the big door is found. Use the Ice Rod to freeze the lava here so you may approach the high southern switch. Wave the Ice Rod again to activate the switch from your lowly position. You could also travel to either platform by merging into the wall, then throw a Bomb to activate the switch.

Triggering the southern crystal activates the room's elevators. Step onto one of them when it lowers and then ride up.

When you reach the top of the elevator, merge into the nearby wall and then slide over to the big door. Use your Big Key to pass through and reach Room 11's overhead wire walkway.

Room 11 (Final Visit)

You're back in Room 11, exploring its high wire walkway. Carefully avoid the rolling spiked pins as you advance northward. Smash some skulls up north to locate another floor switch.

Beware: Stepping on the floor switch summons a pair of devious Wizzrobes! Stand your ground and use the Ice Rod to defeat the troublesome twosome, just as you've done before.

After both Wizzrobes fall, the central elevator lowers, exposing a dark shaft. There's nothing else for it—drop into that shaft to commence the final battle!

Boss Battle: Grinexx

Link lands on a large wire cage, a giant, fiery lake of lava below him. Suddenly, some sort of giant turtle made of pure rock surfaces from the lava. With a roar, the monster spouts up a giant lava geyser that bursts right through Link's wiry platform. Yikes!

Don't let that monster's geyser get you! Keep away from the boss as it moves about below, but stay close enough to strike the monster with the Ice Rod each time it passes beneath an opening in the wire floor.

Freeze the creature at every opportunity, and the great beast will finally have no choice but to confront Link head-on. The boss leaps up from the lava and lands on the wire cage. Now the boss battle against Grinexx has truly begun!

Grinexx regularly lashes out at Link with its stretchy neck, aiming to take a big bite out of our hero. Keep your distance and be ready to dodge this attack at a moment's notice. Continue to punish Grinexx with the Ice Rod from afar. You can move closer if you use the Hylian Shield

After suffering significant damage, Grinexx will ball up into its shell, becoming immune to damage. Flee from the boss whenever it balls up, because it's about to unleash a powerful blast that rocks Link if he's caught standing anywhere nearby!

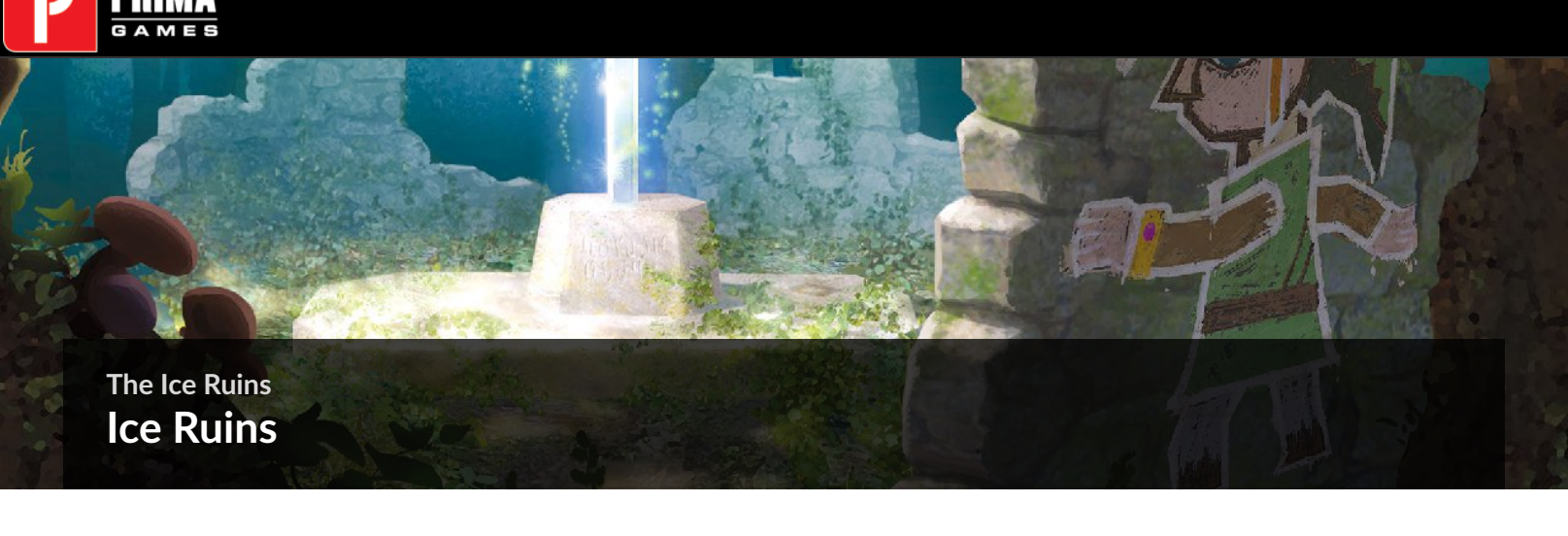
Continue punishing Grinexx with the Ice Rod whenever the boss emerges from its shell. Beware that Grinexx will multiply its attacks as the battle wears on, striking multiple times in a row. Grinexx will also spin around the arena in its shell at times—keep well away from the monster during these dangerous fits of rage!

The Nursemaid Sage

Stay one step ahead of Grinexx with the help of the Ice Rod, and it won't be long before the beast finally falls. Collect the heart container that Grinexx so graciously leaves behind.

After Grinexx has been bested, a Sage's painting rises up from the arena's north end. Approach the painting and touch it to rescue another of the Seven Sages!

Great work—you've rescued Impa! The royal nursemaid is grateful to Link, but urges our young hero to continue with his quest. There's only one Sage left to save!



Ice Ruins

Entering the Dungeon

Reaching the Ice Ruins takes effort. Begin by flying to the Tower of Hera in Hyrule, then go east, using the Hookshot to cross a broken bridge.

Beware the Lynels that roam beyond the broken bridge. Hurry into the nearby cave to begin exploring a cavernous volcano that leads to Rosso's ore mine.

Reaching the Ore Mine

If you've been to Rosso's ore mine before, then simply stand on the volcano's entry ledge and wait for a platform to arrive from the south. Ride this platform all the way down to the bottom of the volcano, then exit through the bottom door to reach Rosso's ore mine.

If you haven't explored the volcano before, then you'll need to take the long way down to the bottom. From the volcano's entry ledge, go west across the moving platforms to reach an octagonal ledge that's guarded by two more frightening Lynels. Quickly merge into this ledge's east wall and slide around to the wall's back (east) side, then exit onto a moving platform when it slides in from the east.

Ride the moving platform to the east, then carefully drop to the next platform below. Keep dropping from platform to platform until you at last reach the bottom exit door, which leads outside to Rosso's ore mine.

Once you've reached Rosso's ore mine, go west and look for a fissure in the cliff. Go through this fissure to reach the east side of Death Mountain in Lorule.

Ice Climber

You've made it to Lorule—now you just need to find the Ice Ruins! Save at the Death Mountain weather vane that's right nearby, then enter the north cave to begin your ascent to the Ice Ruins.

To reach the Ice Ruins, you must navigate a giant ice cavern—Lorule's version of the fiery volcano in Hyrule. Ride the first set of snowflake blocks up to a high ledge, then slay a pair of Ice Gimos. Merge around the west wall and defeat a Big Ice Gimos on the neighboring ledge afterward. The Fire Rod quickly defeats these frozen foes.

After melting the Big Ice Gimos down to size, carefully ride more snowflake blocks northward and then east, heading for a high exit from the ice cavern.

When you finally reach fresh air, you find yourself high atop Death Mountain's eastern half. Go east to at last locate the Ice Ruins. Save at the weather vane outside the dungeon before using the Fire Rod to melt the nearby Ice Gimos, then head inside.

Room 1: Elevator (1F)

Like most dungeons you've explored, the Ice Ruins' first room is eerily silent. Use the Fire Rod to melt the large ice block on the entry ledge so you may fully explore the room.

Approach the strange statue to the north. Press and hold to grab the statue's stone tongue, then move backward to pull the tongue out from the statue's mouth.

Once the statue's tongue has been fully extended, the nearby platforms begin to move. Looks like you've started an elevator! Hop aboard and begin riding downward.

As you ride down the elevator, run directly into the south wall. Before you leave Room 1, you'll slip beneath the entry ledge on your way down! Press to open a hidden chest under here and discover a glorious Gold Rupee. Return to the elevator afterward and ride all the way down to the bottom.

Ice Ruins Chest #1: Gold Rupee

Room 2: Elevator (B5)

Ride the elevator all the way down to the bottom, passing through several floors on your way to the lowest level. When you reach the dungeon's fifth basement floor (B5), take a moment to plunder the Big Key from the large chest.

Ice Ruins Chest #2: Big Key

Room 3: Elevator (B2)

Ride the elevator back up to the second basement floor (B2). Step off the elevator there and use the Fire Rod to dispatch the roaming Ice Bubbles. These enemies are similar to Fire Bubbles, but beware: They'll freeze Link and knock three whole hearts off his life gauge if they touch him! Fortunately, Ice Bubbles can be instantly slain with a quick wave of the Fire Rod.

After burning away the Ice Bubbles, take note of a frozen key that's lodged in a high icicle. Use the Fire Rod to melt the icicle and knock down the key, then collect it. The east door is sealed tight, so return to the elevator and ride back up one floor to explore Room 4.

Room 4: Elevator (B1)

Step off the elevator when you reach the first basement floor, then quickly flick the Fire Rod to torch the two dangerous Ice Wizzrobes that guard this room.

You can't reach this room's high chest yet, so simply unlock the north door after slaying the Wizzrobes and go through to visit Room 5.

Room 5: Freezor Checkpoint

This small hall features two tongue statues, as well as a pair of blue Freezor statues. Pull the west statue's tongue to open the east door, but look out: The east Freezor soon springs to life! Slay the Freezor and then proceed into Room 6. (Pulling the other statue's tongue merely causes a few lowly Popos to appear.)

Freezor

Damage: 3 Hearts

Freezors are frightful frozen statues that spring to life when Link draws near or triggers something in the environment. However, like Gimos, some Freezors never emerge from their frozen state. Though these mighty sentries are immune to Link's blade, they're easily defeated with a quick flick of the Fire Rod!

Room 6: Pengator Playground

This frozen room's floor is covered in slippery ice—the perfect playground for a pack of Pengators! Use the Tornado Rod to blast away these aggressive enemies as you hack them up with Link's sword. Try moving Link to a corner, where he won't have to worry about being flanked.

Pengator

Damage:2 Hearts

These green-skinned minions just love the cold climate of the Ice Ruins' icy rooms. They pursue Link relentlessly, and as they gain momentum, drop and slide after Link on their bellies. Pengators gain speed but lose control while sliding—avoid them and then counter while they're off balance!

After pulverizing the Pengators, use the Fire Rod or lamp to light the room's four central braziers. Once all four braziers have been lit, a small key drops from the ceiling, landing on a high beam. The key is out of your reach, so simply travel south into Room 7 for now.

Room 7: Snowy Ledge

Beware of Hardhat Beetles and ice statues as you explore this snow-covered ledge! Stay mobile to avoid being frozen by the ice statues' blasts as you move to loot the ledge's chest.

Ice Ruins Chest #3: Compass

After claiming the compass, carefully move onto the narrow snowflake beam to the east. Use the Fire Rod or Ice Rod to defeat the Hardhat Beetles on the beam as you head north, back to the previous room.

Room 6 (Revisited)

Back in Room 6, follow the narrow beam to its end, then merge into the wall.

Wrap around the wall to reach the narrow beam with the small key you discovered by lighting the braziers. Pop out and collect the key, then merge back around the wall and backtrack along the narrow snowflake beam.

Room 7 (Revisited)

Follow the narrow beam back to Room 7, and keep going to reach a locked door. Now that you've found a small key, use it to open this locked door, and go through to revisit Room 4.

Room 4 (Revisited)

Room 7's locked door leads to Room 4's high southern ledge. Dispatch the Wizzrobes if they've returned here, then merge into the east wall.

Slide north along the east wall, heading for the room's northeast ledge. You can now plunder the chest you saw up here before.

Ice Ruins Chest #4: Purple Rupee

After looting the chest, merge back into the east wall and slide back down to the southern ledge. Head through the west door to reach a small outdoor ledge that overlooks the ruins below. Smash a few skulls out here in search of items before heading back inside.

Now merge into the west wall and slide northward. Keep going until you reach the room's northwest ledge, which features a tongue statue. These things are everywhere!

Exit from the wall and pull the tongue of the statue you discover on Room 4's northwest ledge. This causes a large section of the floor to drop out and move to a new position in the second basement floor below you. Wild stuff!

You've fully explored this floor now, so it's time to move on. When you're ready, drop through the large hole in Room 4's floor that you've just created to visit Room 8 down on the second basement floor.

Room 8: Connecting Corridor

Link makes a landing down on the second basement floor, none the worse for wear. There's little to do in this room at present, so proceed east through the nearby door to visit Room 9.

Room 9: Frozen Stairwell

Use the Ice Rod to burn up Ice Bubbles as you explore in this narrow area. Melt the surrounding icicles as well to discover a floor switch down south.

Step on the floor switch to open the room's southwest and northwest doors. Go north afterward, but don't leave the room just yet. Instead, go directly south from the locked north door and merge into the nearby wall.

Wrap around the wall and pop out to reach a small Fairy Fountain. How nice! Fill your bottles and then drop from the Fairy Fountain ledge. Now proceed through the northwest door to visit Room 10.

Room 10: Great Treasury

There's a chest at the north end of this large room, but it's out of your reach. You can't reach the tongue statue below, either. Instead, simply drop through the hole in the floor to plummet to Room 11, down on the dungeon's fourth basement floor.

Room 11: Northwest Exterior Walkways (B4)

Link lands on an outdoor walkway, right near a dangerous Keeleon. Use the Fire Rod to quickly dispatch this floating foe before stepping onto the nearby moving platform.

Keeleon

Damage:1 Heart

These airborne adversaries regularly spit bombs up from plant-like spouts, raining dangerous explosives down around Link. Not good! Defeat Keeleons quickly with the Fire Rod, and if you like, try tossing their bombs at other foes or surrounding objects. Just don't get yourself blown up in the process!

Slay another Keeleon while riding the moving platform. As you go, try tossing bombs over at the northern switches. Trigger all four of these distant switches with bombs, and a chest will appear back over to the east!

Ride over and raid the chest to claim a shiny Gold Rupee. Sweet!

Ice Ruins Chest #5: Silver Rupee

Sliding Icebergs

Ride back along the moving platform, heading for the west walkway. Go south to reach some large, circular ice platforms that are slowly drifting around the area. Hop aboard one of these ice platforms and be ready to battle a few Chasupas as you ride around.

While riding the ice platforms, use the Fire Rod to light the central brazier. Once it's lit, an elevator appears back up north. Nice!

Before heading up to the elevator, ride the ice platforms to the southeast walkway. Step off and follow the walkway to the east.

Loot the chest at the walkway's east end to claim some gooey monster guts. They're quite a handful!

Ice Ruins Chest #6: Monster Guts

Now ride an ice platform back up to the north walkway. Step onto the west elevator when it lowers and ride up to the floor above you.

Room 12: Southwest Exterior Walkways (B3)

The elevator takes you up to the third basement floor's outer walkways. Ignore the door to the east and go south to reach a moving platform.

Ride the moving platform to its end to reach a second moving platform. Rather than boarding the second platform, drop from the west side of the first platform, aiming to drop near a chest you can see on the floor below.

Room 11 (Revisited)

Dropping from the moving platform lands you right near a high chest. Flip its lid to score your loot, then drop and ride the ice platforms back up to the elevator.

Ice Ruins Chest #7: Purple Rupee

Room 12 (Revisited)

Ride the elevator back up to the third basement floor's outer walkways. This time, step onto the second moving platform and ride it eastward to reach a wire ledge.

You can't open the wire ledge's sealed door, so step onto the north elevator block while it's low and ride up to the higher north door that leads to Room 13.

Room 13: Frozen Crystal Switch

You emerge on a high southern balcony that overlooks this sizeable chamber. Use the Fire Rod to melt the collection of large ice blocks to the east, exposing a switch that you can't quite reach from here.

Room 12 (Third Visit)

After melting Room 13's ice blocks, go back outside to the exterior walkways and ride the moving platforms back to the elevator. Don't ride the elevator, but go through the nearby east door instead to return to Room 13.

Room 13 (Revisited)

You're now back in Room 13, having entered the room from the west. Merge into the north wall and travel westward to reach the crystal that you've just exposed by melting the ice blocks.

Exit from the wall and strike the crystal to make an elevator appear nearby. This room's big chest is out of your reach at present, so simply board the elevator and ride up to the second basement floor.

Room 14: Exterior Walkways (B2)

The elevator hoists you up to a snowy outdoor ledge. Cut down a few Eyegores and avoid the ice statues' blasts up here.

Smash the ledge's west skulls to discover a hidden floor switch. Step on the switch to open the east door. Loop around and go through the door to revisit Room 8.

Room 8 (Revisited)

You emerge on Room 8's high west ledge, right next to a tongue statue. Pull out the tongue to make Room 8's floor slide away, exposing a large hole. Whoa!

A big chest can be seen through the hole in Room 8's floor. You can't resist it! Drop through the hole to land back downstairs in Room 13.

Room 13 (Third Visit)

Dropping through the hole in Room 8's floor lands you on Room 13's high east ledge, right near the big chest. Crack it open to claim the Ice Ruins' special treasure: the Stamina Scroll!

Ice Ruins Chest #8: Stamina Scroll

Stamina Scroll

Contains the secrets of great stamina and expands your energy gauge.

Slay the Popos that spring up around you after obtaining the Stamina Scroll. Drop from the chest ledge afterward and ride the elevator back up to the second basement floor's outer walkways.

Room 14 (Revisited)

Back on the second basement floor's snowy exterior, merge into the east wall and make a long journey northward, looping around the temple's outer wall. This journey is much easier to complete if you have the Stamina Scroll.

Just keep sliding around the temple, eventually going eastward along the north wall. You finally reach a small ledge just before Link runs out of gas. Pop out and catch your breath for a moment before entering the nearby door.

Room 10 (Revisited)

The door leads into Room 10, to a small north balcony with a chest. Open the chest and pluck out a Silver Rupee.

Ice Ruins Chest #9: Silver Rupee

Room 8 (Third Visit)

Return to the exterior walkways after looting the chest and merge back along the wall, making the long journey back to the elevator near Room 8. Enter Room 8 and merge into the wall, then slide over to the low east ledge. Drop and go through the east door to return to Room 9.

Room 9 (Revisited)

You're back in Room 9, but you still don't have a means of opening the locked north door. No matter; head through the northwest door to return to Room 10.

Room 10 (Third Visit)

Now that you've shifted the floor by pulling the statue's tongue in Room 8, you can reach another tongue statue here in Room 10. Drop through the central hole to land on the low ground below, then pull the statue's tongue.

Pulling the statue's tongue in Room 10 causes the floor to shift once again. What an unusual place this dungeon is! Drop through the new hole in the floor to reach Room 15 on the floor below you.

Room 15: Pengator Ambush

This time, falling through Room 10's floor lands you in Room 15, down on the third basement floor. Slay the Ice Bubbles down here, but beware: Doing so triggers a nasty ambush!

Once all of the Ice Bubbles have been defeated, the room's doors shut tight, and the north wall slides away, releasing a pack of wild Pengators! In fact, one of these monsters happens to be a Big Pengator—an even larger and more powerful variety!

Move close to a wall for safety as you slash madly at the pursuing Pengators. Strike the villains every time they slide within reach, and unleash the Tornado Rod to stun and knock away the Pengators whenever they begin to swarm.

The room unseals after all of the Pengators have perished. A portal also appears. Warp back to the dungeon's entrance and save your game, then travel back through the portal and go through Room 15's west door to head back outside.

Room 16: Northwest Exterior Walkways (B3)

Travel the narrow, icy path, but beware of the dangerous Hardhat Beetles that guard this slippery trail! Remain on the entry ledge and use the Fire Rod to dispatch the Hardhat Beetles from afar. Don't worry if you melt away some of the icy path—it returns after a short time.

After all of the Hardhat Beetles have been dealt with, carefully navigate the icy path, heading for the far statue. Pull the statue's tongue to shift the dungeon's moving floor once more. Trust us, it's important!

Backtrack across the icy path and return to Room 15. This time, go through the east door to visit Room 17.

Room 17: Freezor Lair

With the statue's tongue pulled back in Room 15, this room now features a smooth, icy floor. Slide through the room, ready to flick your Fire Rod at any Freezor that springs to life while you pass.

Approach the middle of the room, then use the Fire Rod to light the high overhead brazier. This opens the south door—go through to visit Room 18.

Room 18: Southeast Exterior Walkways (B3)

Quickly cut down a pair of Ice Wizzrobes as you enter this exterior network of walkways. Step on the nearby floor switch afterward to open a door to the south.

Merge into the central wall after opening the south door and slide around to the wall's south side. Pop out and cut down more Wizzrobes on your way to the door you've just opened.

Room 19: Elevator (B3)

You've fully explored this floor now and have reached the dungeon's main elevator. Open two chests here to claim a Green Rupee and a monster horn, but beware: Three Ice Wizzrobes appear after you plunder the chests!

Ice Ruins Chest #10: Green Rupee

Ice Ruins Chest #11: Monster Horn

Room 18 (Revisited)

Slay the three Ice Wizzrobes that appear after you open the chests, then backtrack through the east door to return to the southeast walkways. Drop through a hole in the floor here to land near a chest down on the fourth basement floor.

Room 20: Southeast Exterior Walkways (B4)

Dropping through the hole in the floor in Room 18 lands you near a high chest down on the fourth basement floor. Raid the chest to claim a small key.

Ice Ruins Chest #12: Small Key

Room 21: Elevator (B4)

After pocketing the key, drop from the chest ledge and go west. You soon come to the elevator down here on the fourth basement floor. Step on the nearby switch to connect the walkways so you may reach the elevator, then ride up two floors, heading to the second basement floor.

Room 9 (Third Visit)

Step off the elevator when you reach the second basement floor, then go through the east door to return to Room 9. This time, you've finally got a small key. Open the locked north door and go through to visit Room 22.

Room 22: Grand Balcony

This room has no floor—only a balcony that overlooks the room below. Notice the large ice block that's partially sticking out from the north wall. Merge into the north wall and pop out so that you drop onto this ice block.

Room 17 (Revisited)

You're back in Room 17, having landed on the large ice block that sits on the high north ledge. Carefully slide off one side of the block and land on the ledge, then use the Fire Rod to melt the block away.

Melting the ice block uncorks a powerful gust of wind. Step into the draft, and you'll be blown southward into Room 18.

Room 18 (Third Visit)

Room 17's powerful gale lands Link on a small ledge down south, right near a tongue statue. Pull the tongue to move the dungeon's roaming floor yet again. Drop from the ledge afterward and go north, returning to Room 17 one last time.

Room 17 (Third Visit)

Pulling the tongue statue in Room 18 has lowered the floor here, creating a new opening. Drop through the floor and land down on the fourth basement floor.

Room 20 (Revisited)

Now that the dungeon's traveling floor has been shifted down to this area, you can explore more of the fourth basement floor. Use the Fire Rod to melt the small icicles up north so you may explore eastward.

Loop around to the south to reach an icy pathway. Flick the Fire Rod to toast the nearby Keeleon and Ice Wizzrobe before proceeding south across the icy path.

While navigating the icy path that follows, use the Fire Rod to light the nearby brazier. This extends a walkway to the south. Continue crossing the path until you reach the far side.

Cross the walkway, going north to reach a tongue statue. Gee, these things really are everywhere! Pull this one's tongue to move the dungeon's roaming floor yet again, sliding it close by.

Go north, heading across the floor that you've just moved close by pulling the statue's tongue. Step on a floor switch up north to extend more walkways ahead.

There's no need to cross the north walkways—they merely lead back to areas you've already explored. In fact, you've explored the entire dungeon by this point! Brace for the final battle before heading through the big door to the west to visit Room 23.

Room 23: Boss Chamber Access

This small room features a single hole in the middle of its wiry floor. When you're ready, drop through the hole to reach the final battle against the Ice Ruins' formidable master.

Boss Battle: Dharkstare

This mighty flying eyeball won't let Link escape its chilling gaze! The moment our hero arrives in its lair, Dharkstare shields itself in thick layers of ice for defense. The battle is on!

In order to harm Dharkstare, you must first burn away its icy armor. Strike the boss three times with the Fire Rod to melt away its protective shielding.

Beware: As you battle Dharkstare, the monster periodically casts out three glowing projectiles. These projectiles triangulate Link before emitting a powerful, triangular jolt that zaps Link if he's caught in the triangle, freezing him for damage. Yikes! Stay mobile as you pursue the boss, and strive to avoid this powerful jolt.

Dharkstare can also freeze Link by simply casting out its three projectiles, sending them into direct contact with Link. This attack has quite a long range, so keep well away from those big, frosty balls!

After you've melted away all of Dharkstare's protective icing, the boss starts hopping around the arena, briefly becoming totally helpless. Now's your chance! Rush Dharkstare and strike the demon as many times as you can with Link's mighty blade.

It's not long before Dharkstare restores its icy armor, reverting to its original state. Take up the Fire Rod to make Dharkstare vulnerable once more. Expect the monster to become more and more aggressive as the fight wages on, attacking with greater and greater ferocity. Turn up the heat with the Fire Rod and don't relent until this devious boss has been grilled to perfection!

Rescuing Rosso

When Dharkstare is at last defeated, it leaves behind a heart container. Collect this wondrous gift to add the final heart to Link's life gauge. Great work!

Dharkstare's defeat also causes a bridge to appear up north. Cross it to reach a Sage's painting—the last Sage in need of rescue!

Touch the painting to free the Sage, who turns out to be Rosso, the burly ore miner. The big fellow apologizes for putting Link through so much trouble, but he's certainly pleased to be free of his plight. Congratulations, hero—you've now rescued all Seven Sages!

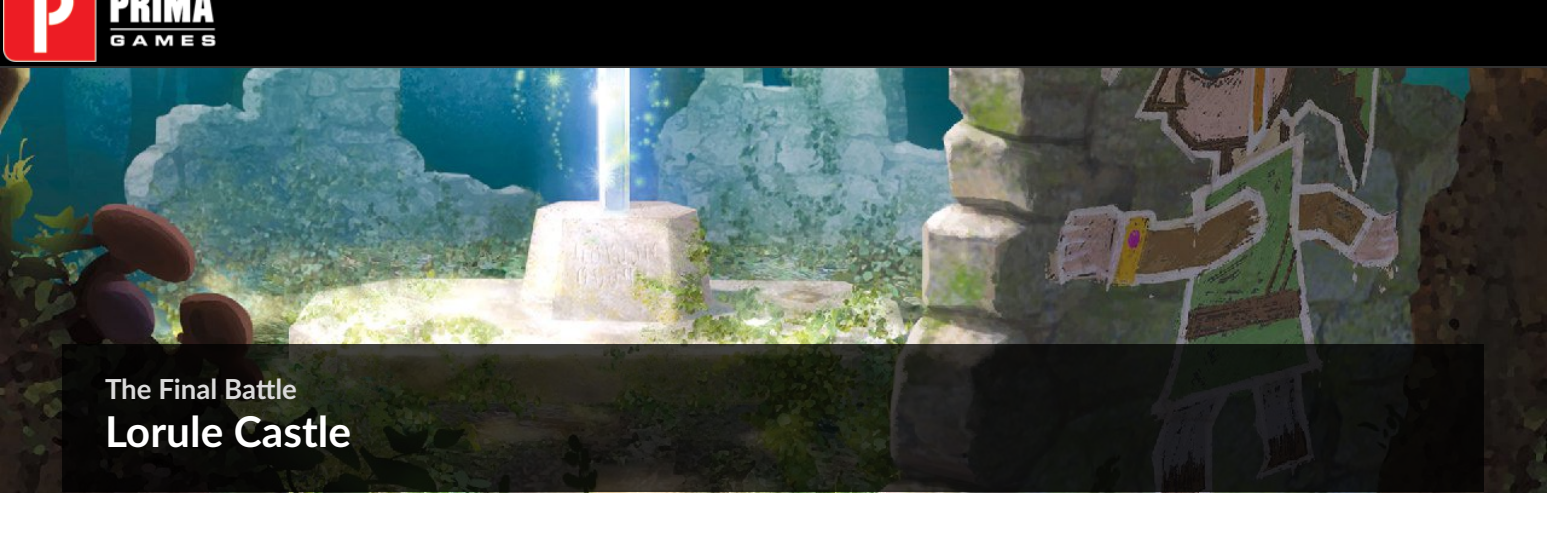
The Triforce of Courage

With all Seven Sages rescued from Lorule's seven dungeons, the final battle is at hand. Using their divine power, the Seven Sages summon tremendous energy and call forth the legendary Triforce of Courage!

Climb the staircase that soon appears, speaking to every Sage on your way up to the top. When at last you arrive, collect the Triforce of Courage from its lofty perch. Excellent work, hero! You now have the power needed to storm Lorule Castle!

Finding the Triforce

Depending on the order in which you've done the dungeons, you may actually find the Triforce of Courage after completing a different dungeon than the Ice Ruins. The order in which you clear Lorule's dungeons is entirely up to you, but you must rescue all Seven Sages to obtain the Triforce of Courage.



The Final Battle

Lorule Castle

Breaching the Castle

Having rescued all Seven Sages from Lorule's seven dungeons, Link has at last obtained the mighty Triforce of Courage. The time has finally come to challenge Yuga at Lorule Castle! The final battle is at hand, so be certain to accomplish anything you might want to do before heading north from the Vacant House to reach Lorule Castle.

Lorule Castle Checklist

Here's a short list of helpful things to do before braving Lorule Castle. If you've followed this walkthrough faithfully, then you've already accomplished the following:

- Found all 100 lost Maiamais.
- Purchased all of Ravio's items and upgraded them all with Mother Maiamai's nice magic.
- Found all 28 pieces of heart (ensuring there are 20 hearts on Link's life gauge).
- Fully upgraded the Master Sword by finding all four Master Ores hidden in Lorule and taking them to the Hyrule/Lorule Blacksmiths.
- Visited the Witch and filled all five of Link's bottles with as many blue potions as possible. (If you run out of monster tails, buy red potions instead.)

When Link arrives at Lorule Castle, he finds the gate sealed with Princess Hilda's powerful magic. The dark princess calls out to Link, warning him that Yuga's minions are running amok inside her castle. She then unweaves her spell, granting Link entry to the castle.

Room 1: Castle Foyer (1F)

A massive, fiery chasm dominates the ground floor of Lorule Castle, making it a clearly dangerous place. Beware the armed Lorule Soldiers that patrol the entry—unlike the ones near the Dark Palace, these burly warriors will attack Link on sight, knocking off four hearts (two if you've found the blue mail) with each hit!

The room's central chest can't be reached, but there's a sneaky way to get at the east chest. Run to the room's north door, but don't go through. Instead, shove the nearby lifeless Gimos statue off the end of the ledge and into the fire below.

With the Gimos gone, you can merge into the north wall and slide eastward, heading to the chest. Flip its lid to score a Red Rupee. Nice! Now merge back along the wall and proceed through the north door to visit Room 2.

Lorule Castle Chest #1: Red Rupee

Room 2: Stairwell (1F)

Beware: Link becomes trapped in this small, musty room, forced to square off against a rugged Ball and Chain Soldier! This villain is similar to the one you battled within Hyrule Castle, only even more powerful and resilient.

Merge into walls to escape the Ball and Chain Soldier's far-reaching attacks, and look to unload on the soldier with ranged attacks of your own. Use the room's lone Gimos statue as cover, keeping it between you and the Ball and Chain Soldier. For safety, stun the brute with weapons such as the Ice Rod before closing in for swordplay, or strike while the ball is mid-rotation. After the battle, proceed up the north stairs to reach the second floor.

Room 3: Stairwell (2F)

There's not a lot happening in this small chamber. Smash a few skulls here in search of items as you head south into Room 4.

Room 4: Castle Foyer (2F)

You're back in the foyer, exploring the second floor of this huge hall. Cut down more Lorule Soldiers as you proceed around the balcony, heading for the southeast door to Room 5. Beware the fireballs that are spit by the surrounding fire statues as you go!

Room 5: Treasury

This small room features a lone chest guarded by a Lorule Soldier and an ice statue. Slay the soldier and avoid the statue's icy blasts as you move to loot the chest.

Lorule Castle Chest #2: Red Rupee

After plundering the chest, attack the nearby braziers to extinguish their flames, casting the room into darkness. Now go south to discover a glowing path of shadow. It's just like the kind you saw at the Dark Palace!

Cross the shadow path to reach another chest on the room's south ledge. Raid this chest as well to claim a sparkly Silver Rupee.

Lorule Castle Chest #3: Silver Rupee

After pocketing your Silver Rupee, backtrack across the shadow path and go west to return to Room 4. Take the southern stairs up to Lorule Castle's third floor.

Room 6: Castle Foyer (3F)

Entering the castle's third floor, Link notices a large mural in the foyer's north wall. Strike the nearby crystal to make a portal appear up north, which leads back to the dungeon's entry, two floors below you.

After activating the crystal, shove the two nearby Gimos statues northward, off the edge of the balcony. The Gimos plummet far below—follow after them by dropping off the walkway yourself!

Room 1 (Revisited)

Dropping from the foyer's third floor lands you on the central platform way down on the first floor. Now you can reach this room's central chest! Crack it open to claim a small key.

Lorule Castle Chest #4: Small Key

Go south after looting the chest, dropping off the ledge near the Gimos statues you recently shoved down here from the foyer's third floor. Go east after dropping off the ledge to reach the portal you also recently activated, and travel through to quickly return to Room 6. (Feel free to step outside and save your game before warping through the portal.)

Room 6 (Revisited)

After warping back up to Room 6, go west and unlock the west door with your newfound key. Take the stairs that lie beyond the door up to the castle's fourth floor.

Room 7: Castle Foyer (4F)

You've arrived at the height of the castle's grand foyer. First things first: Go east and open the room's central chest to score the compass. Excellent!

Lorule Castle Chest #5: Compass

Hang on, the compass reveals that there's another chest just to the south. No pathways can be seen leading southward with the lights on, but see what happens after you strike and extinguish the nearby braziers.

Aha! With the braziers blown out, a pair of narrow shadow beams are visible to the south. Carefully cross either beam, heading for the southern ledge.

The south ledge sports a large chest. Lift its lid to claim this dungeon's special treasure: the red mail! The damage you take from enemies has been halved yet again. This means all injuries Link suffers from now on will be reduced to a mere one-quarter damage!

Lorule Castle Chest #6: Red Mail

Red Mail

Superb mail that provides excellent defense.

Finding the Fountain

After obtaining the red mail, merge into the south wall and slide eastward. Use the Touch Screen map to guide you to the room's southeast corner, then pop out of the wall to plummet down to the second floor.

Room 4 (Revisited)

Link lands on a small ledge down in Room 4's southeast corner, none the worse for wear. Merge into the south wall and then slide westward, heading for a high west door that you can only reach by merging along the wall at this exact height.

Pop out onto the ledge when you reach the west door. Ignore the chest on the lower ledge and go through the west door to reach Room 8.

Room 8: Fairy Fountain

All right, you've found a Fairy Fountain! How fortunate! Fill your bottles here before stepping back out to the foyer.

After exiting the Fairy Fountain, carefully drop down to the nearby chest. Pluck your plunder from the chest and then drop to the ground floor.

Lorule Castle Chest #7: Monster Horn

You now face a choice. Four wings of the castle can now be explored, each one leading to a miniboss that must be overcome. You can explore the four wings in any order, but for the purposes of this walkthrough, take the southern stairs in Room 4 up to Room 6 on the third floor, then take the room's northwest door to visit Room 9.

Room 9: Big Bomb Flower Jaunt

This room is a maze of colored switches and blocks that divide the room into a number of square "cells." Make your way around the first few cells, striking the colored crystals with Link's sword or ranged attacks to raise and lower the blocks as needed. (Try leaving bombs near switches and then moving past the colored blocks before the explosions.)

When you reach a cell that's too high to explore, leave a bomb near the switch to the north, then hurry onto the lowered blue blocks. When the bomb goes boom, the blue blocks will rise, lifting you up to the higher cell.

Up in the higher cell, stand on the lowered red blocks to the east, then throw a bomb (or wave the Ice Rod) to trigger the nearby crystal. The red blocks rise, lifting you up to the crystal's passage.

Run to the end of the high passage to reach a chest. Nice! Flip its lid to score a Red Rupee.

Lorule Castle Chest #8: Red Rupee

Return to the crystal after looting the chest and hit it to lower the room's red blocks again. Place a bomb near the (now-blue) crystal, then quickly run westward, over to the lowered west red blocks. Move onto these red blocks before the bomb goes off, and you'll be hoisted up to a high west passage.

Finding Big Bomb Flower

The high west passage leads you close to Big Bomb Flower, but some raised red blocks are keeping you from reaching this powerful plant. No matter—use the Ice Rod to ignite Big Bomb Flower from afar, or toss a bomb over to it.

Once triggered, Big Bomb Flower quickly blows, blasting away the large cracked rock north of it. Great work! Now simply merge into the wall and slip around and over to Big Bomb Flower's cell.

Whack the crystal in Big Bomb Flower's cell to lower the nearby red blocks, then approach Big Bomb Flower. (It has regrown by now.) Press to invite the mysterious plant to follow you.

Lead Big Bomb Flower west and then north, moving to a dead end. When you reach a low metal wall, use the Ice Rod or toss a bomb at the north crystal. Once activated, the surrounding walls of blue blocks lower.

Quickly slay the Lorule Soldiers after lowering the blue blocks, being careful not let Big Bomb Flower suffer a single scratch. Continue to use bombs and the Ice Rod to trigger the surrounding crystals and manipulate the colored blocks as you lead Big Bomb Flower over to a large cracked rock up north.

When at last you reach the large cracked rock, strike Big Bomb Flower to ignite it, then move away.

Kerblammo! Big Bomb Flower's massive blast destroys the large cracked rock, exposing a chest. Open the chest to obtain a small key.

Lorule Castle Chest #9: Small Key

With the small key in your possession, drop from the ledge to land right near a locked door. How convenient! Use your newfound key and go through the door to descend some stairs that lead down to Room 10.

Room 10: Moldorm's Lair

The stairs beyond Room 9's locked door lead down to the lair of a terrible monster. It's Moldorm, the Tower of Hera's monstrous boss!

Confronting Moldorm head-on is incredibly dangerous—good thing there's no reason to do so! Simply remain on the room's entry ledge and toss bombs down at Moldorm from the safety of your high perch. Moldorm won't be able to do a thing about it as you rain down bombs all around the boss. It won't be long before this battle ends with a bang!

The room unseals after Moldorm has been bombed into oblivion. Step onto the warp tile that also lights up to travel back to Room 6, up on the third floor.

Room 6 (Third Visit)

The warp tile whisks Link back to Room 6. When he arrives, one of the northern mural's four etchings lights up, indicating that a miniboss has fallen. Three more to go! Head through the northeast door to visit Room 11.

Room 11: Blocks and Lava

This unusual room is filled with lava. Walk toward the Red Rupee up north, and watch as purple blocks pop up from the lava ahead of you. Wild!

Cross the first purple block and collect the Red Rupee. Continue to cross the purple blocks that follow, heading north along the blocks.

When the blocks split off in two directions, go northwest to reach a northwest ledge with a locked door. Keep going west along the blocks to also reach a nearby treasure chest.

Lorule Castle Chest #10: Monster Tail

Spiked Ball Bashing

Now backtrack along the purple blocks, and this time, go east toward another northern ledge. This one features a lifeless Gimos statue and a large spiked ball. Grab and pull the statue westward, moving it out of the ball's way.

With the Gimos shifted over, the spiked ball is free to roll southward. Follow after it to make purple blocks pop up from the lava, creating a path for the ball to roll along.

Beware the spinning fire trap as you continue to follow the spiked ball southward. Keep the purple blocks coming so that the ball rolls into contact with another spiked ball, sending the second ball rolling southward as well and clearing the way for Link to advance.

After the southern spiked ball has been knocked out of the way, proceed southward to discover more purple blocks. Merge into the tall purple block here and slide southward (right) toward the nearby south ledge. Proceed through the southern door to visit Room 12.

Room 12: Flying Tiles Strike!

Beware: This room's floor tiles rise up and fly at Link, aiming to knock him for a loop! Stand on either side of the central platform to make a small wall of purple blocks rise from the surrounding lava. These purple blocks will protect Link from some of the flying titles—stand your ground near them and use Link's shield to deflect the rest!

After all of the tiles have flown away, the floor suddenly fills in, and a staircase emerges from the east wall. Scale the stairs and exit through the room's upper north door to return to the previous room.

Room 11 (Revisited)

You're back in Room 11, exploring a higher trail of purple blocks. Move forward with care, deftly avoiding the frosty blasts of a nearby ice statue as you maneuver past a stationary spiked ball.

Continue following the purple blocks northward, going all the way up to the north wall. Notice a chest on a ledge to the west, and that spiked balls regularly fall out from a nearby hole in the north wall.

To progress, you must assist a spiked ball in rolling all the way southward, into the stationary spiked ball you circumvented moments ago. Do this by keeping close to a spiked ball as it rolls out from the north wall. The idea is to keep Link moving along with the ball, so that purple blocks continue to appear just ahead of the rolling ball.

Keeping the ball rolling all the way down to the stationary ball takes skillful timing. You'll need to quickly merge around a tall pillar that gets in your way as you lead the ball southward. Don't give up!

Keep at it until you at last succeed in guiding the rolling ball into contact with the stationary one down south. Nice work! With the stationary ball out of your way, you can now explore a new path of purple blocks leading northward.

Follow the purple blocks to their north end to reach the chest you noticed before. Crack it open to claim a small key.

Lorule Castle Chest #11: Small Key

You've found a small key, so let's return to that locked northwest door. Avoid the rolling spiked balls as you carefully backtrack along the purple blocks. Go west and drop to a lower trail of purple blocks when you reach a junction, then head north to reach the locked door again. Open it and head downstairs to challenge another miniboss.

Room 13: Gigabari's Lair

It's Gigabari! This massive monster is just like the one you battled in the Swamp Temple—keep away to avoid being shocked as you punish Gigabari with ranged attacks, such as the Ice Rod, the Fire Rod, bombs, or the bow. Merge around the central pillar to slip between the sliding floor platforms as needed.

Keep peppering Gigabari from afar, and the monster will eventually burst into a mass of tiny Biris. These electrified enemies are still dangerous, so continue to slay them with ranged attacks. Use the Tornado Rod to blow back the Biris each time they begin to swarm.

A warp tile lights up after the last Biri has been slain. Step onto the tile to warp back to Room 6, and watch with pride as another portion of the northern mural lights up. Only two minibosses remain!

Room 7 (Revisited)

You've cleared out this floor, so head up Room 6's west stairs to reach Room 7 above. (You may wish to warp back through the portal and save your progress first.) Up in Room 7, step on the pressure plate near the northwest door, and the door opens. Go through to venture into Room 14.

Room 14: Path of Shadows

This unusual room seems to have no floor—but looks can be deceiving! Attack the brazier near the entry ledge to plunge the room into darkness, and watch as a shadowy pathway appears.

Ah! Now that you can see where you're going, follow the shadow path until you reach a dark wall. This wall is actually a gate—one of many that appears in the room only while the lights are out. To get past the gate, you need to walk along the shadow path while the lights are on!

Keep a mental record of the shadow path's layout as you backtrack toward the brazier. Light the brazier again to illuminate the room once more, banishing the gates.

With the gates gone, carefully follow the now-invisible shadow path. Head for the next brazier, which stands in the center of the room.

Strike the central brazier to darken the room once more. The gates return, but so does your ability to see the shadow path. See how the path leads eastward and then north, then light the brazier to remove the gates and navigate the shadow path blindly.

Go north from the third brazier to reach the room's north ledge. You've made it! But sadly, the nearby door is locked, and you've yet to find a key. There's just got to be one around here somewhere!

Return to the previous brazier and light it. Go directly west from the brazier, crossing the shadow path on your way to a west chest that contains the key you need.

Lorule Castle Chest #12: Small Key

With the small key in hand, backtrack to the previous brazier and go north to return to the locked door. Open the door and scale the stairs beyond to reach Room 15, up on the castle's fifth floor.

Room 15: Ball and Chain Battle

Link must battle a mighty Ball and Chain Soldier in this pitch-black room! Only by using the lamp can Link see the monster clearly, but the lamp's light causes the room's many shadow walls to vanish, complicating navigation.

It's best to rush the Ball and Chain Soldier, repeatedly using the Ice Rod to keep it stunned as you punish the brute with Link's blade. Swing the sword a few times, stun the soldier, and then repeat. Keep it up to make mincemeat out of this medieval foe!

A warp tile lights up after you defeat the Ball and Chain Soldier. Step onto the tile to zip back to Room 6, and watch as a third section of the mural illuminates. Just one more to go!

Room 7 (Third Visit)

Go upstairs to Room 7, and head for the northeast door. To reach the door, fire the Hookshot at the nearby lever and then pull the lever out from the wall. A platform then extends, letting you advance through the door and venture into Room 16.

Room 16: Wallmaster Maze

A wicked Wallmaster pursues you throughout this room, constantly threatening to pluck you up and return you to the room's entrance—not good! Run away and merge into walls to avoid the Wallmaster, attacking it each time it misses to slay the fiend for a brief time (until another one appears).

The Hookshot is instrumental in navigating this dangerous chamber. Begin by firing the Hookshot at the east wooden wall to zip past a small gap of lava.

Move past the wall and stand beneath a small wire ledge in the room's southeast corner. You're safe from the Wallmaster while standing under this ledge (and others like it). When the time is right, run forward and move onto the north moving platform.

Ride the platform to the north ledge. Slay a Lorule Soldier here and then raid a chest to discover a Purple Rupee.

Lorule Castle Chest #13: Purple Rupee

After plundering the Purple Rupee, slay or wait for the Wallmaster to depart, then fire the Hookshot at the nearby lever and pull it out from its pillar. This starts another platform moving nearby.

Step onto the second moving platform and ride it to the west. Step off the platform when you reach the west ledge, which features two eyeless eyeball statues, similar to the ones you encountered in the Skull Woods. There's a locked door here as well.

The First Eyeball

To find a key, you need to find those statues' eyeballs. Fortunately, the first isn't far. While standing near the locked door, merge into the west wall and slide southward to locate the first eyeball.

The eyeball is stuck on a high ledge. Lure the Wallmaster into dropping down on this ledge, and it will smash through the ledge's cracked tiles, knocking the eyeball down to you. Thanks, pal!

Before picking up the eyeball, use the Ice Rod to freeze the nearby lava to the east. Quickly collect the eyeball afterward and cross onto the frozen lava before it melts.

While standing on the cooled lava, toss the eyeball onto the nearby moving platform as it slides in from the east. Hurry onto the platform afterward if you can reach it, otherwise retreat to the previous ledge and merge around the west wall.

Get onto the moving platform and collect the eyeball, then simply carry it over to the eyeball statues. Toss the eyeball onto either statue to secure it in place. One more to go!

The Second Eyeball

Go north from the eyeball statues, moving onto a rugged raft that floats atop the lava. Use the Hookshot to maneuver the raft through the winding passage to the north, latching onto the passage's wooden walls in order to sail around.

Pause below ledges and merge into walls to avoid the Wallmaster as needed while sailing through the passage. Keep going until you reach the room's northwest corner, where three floor switches are hidden beneath three skulls. Carefully move the nearby Gimos onto one of the three switches while the Wallmaster isn't about.

Move Link onto another switch after positioning the Gimos, and wait for the Wallmaster to appear. Quickly move to the other switch just before the Wallmaster begins to plummet downward. If you time it just right, Link, the Gimos, and the Wallmaster will all trigger the room's three switches at the same time, causing the southern wall to slide open!

Go south through the wall to reach the second eyeball. Good work! Again, lure the Wallmaster into knocking down the eyeball for you, then pick it up and carry it back to the raft.

Toss the eyeball onto the raft, then use the Hookshot to travel back through the winding passage, returning to the eyeball statues. You may wish to slay the Wallmaster first and simplify the journey.

When at last you arrive at the statues, pick up the eyeball and toss it up onto the remaining statue. With both eyeballs in place, a chest appears nearby—the very last chest in the castle. Open it to obtain the small key you seek.

Lorule Castle Chest #14: Small Key

You're all done here—and not a moment too soon! Use your newfound key to unlock the nearby door, then go upstairs to battle the last miniboss.

Room 17: Argghus's Lair

It's that multi-eyed monstrosity from the Swamp Palace, Argghus! Use the Hookshot to snatch away Argghus's smaller eyeballs, slashing away at each one you snag. Grapple and dispatch all of Argghus's many eyeballs to reveal the monster's true form.

Once relieved of its protective eyeballs, Argghus begins to leap around the room, aiming to flatten Link each time it lands. Run around to avoid Argghus and counter with a few quick swipes of Link's sword each time it touches down. Use the Ice Rod to stun Argghus—you can interrupt its powerful eye beam attack if you stun the monster after every third jump!

Fight hard to defeat Argghus. Once you do, the room's shallow water will drain, revealing a warp tile. Step onto the tile to warp back to Room 6.

The Final Battle Awaits!

Now that all four minibosses have been slain, Room 6's northern mural has been fully activated. The mural slides open, revealing a wide passage. Before heading through, consider warping through the nearby portal and saving your game—the final battle is at hand!

When you're ready, head through the opened mural. You're back in Princess Hilda's study! Before going east toward the final battle against Yuga, consider merging through the northern fissure to return to Hyrule.

Fairies in the Study

Ah! Back in Hyrule, fairies now flutter about Princess Zelda's sunlit study. Take a moment to heal up and fill Link's bottles before traveling back through the fissure and going west to confront Yuga.

Boss Battle: Yuga Ganon

In Lorule Castle's grand keep, Princess Hilda awaits our stalwart hero. After learning more of Lorule's troubled past, Link is soon confronted by the great monster that Yuga has merged with, Yuga Ganon.

At first, Yuga Ganon primarily attacks by summoning energy and then thrusting directly forward with his massive spear. Simply run circles around Yuga Ganon to avoid this attack, then counter with a few swipes of Link's blade. You can also block this attack by raising the Hylian Shield.

Yuga Ganon often teleports around the room, presenting a challenging target. Sometimes, the monster appears with his spear arm raised—Yuga Ganon is about to swipe horizontally in front of himself with his spear! Run away from Yuga Ganon to avoid this attack's comparatively short reach, and remain wary of follow-up swipes.

Sometimes Yuga Ganon will throw his spear, sending it spinning around the room. Keep well away from this large and dangerous projectile! Look to land a few strikes on Yuga Ganon while he's frozen in place just after throwing the spear.

Rarely, Yuga Ganon will warp around the room, raining red bolts of vile magic down on Link. Just keep running to avoid this uncommon tactic of Yuga Ganon's.

Final Boss: Yuga Ganon (Ultimate Form)

Punish Yuga Ganon until the monster is forced to absorb even more power. Taking on the might of the Triforce of Wisdom, Yuga Ganon becomes twice as formidable as before!

Yuga Ganon continues to warp around the room, but he's traded his spear in favor of magical attacks. His first is a dark sphere of evil energy that Yuga Ganon summons before him and then unleashes at Link.

Stand back when you see Yuga Ganon ready his dark energy sphere. Wait for the monster to fire the sphere at you, then swing Link's sword to bat the ball back at Yuga Ganon. The monster will knock the sphere back at you—just keep swinging away with Link's blade to continue the volley!

Keep volleying with Yuga Ganon until the villain is at last struck by his own energy sphere. Take that!

Calling upon the powers of Yuga, Yuga Ganon wastes little time merging into the surrounding walls, becoming immune to Link's attacks. That creep! Suddenly, Princess Zelda's voice calls out to Link. Though still trapped in a painting, Zelda somehow manages to give our hero the Bow of Light. This weapon is the key to stopping Yuga Ganon, once and for all!

Bow of Light

A bow imbued with the light of the Triforce.

Now that you're armed with the Bow of Light, let nothing stop you from spelling Yuga Ganon's demise. Set the Bow of Light to or , then merge into the room's circular wall, and press that button to fire the Bow of Light toward Yuga Ganon.

After sticking Yuga Ganon with an arrow in the belly, turn around and quickly fire another arrow behind Link. If you time it right, the arrow flies around the room and strikes Yuga Ganon in the back, forcing him out of the wall!

Now's your chance! Pop out of the wall and lay into Yuga Ganon with the full might of Link's blade. Land as many hits as possible before the villain vanishes once more.

After suffering damage, Yuga Ganon vanishes, weaving a spell that sends dark energy flying at Link from the surrounding walls. Between blasts, merge into the walls to avoid the energy attacks as you wait for Yuga Ganon to reappear.

When Yuga Ganon returns, allow him to cast another energy sphere, then volley it back toward him with Link's blade. Keep the combo going until Yuga Ganon is struck by his own sphere again.

Again, Yuga Ganon retreats into the wall after being struck by his sphere. Merge into the wall after him and fire another two arrows from the Bow of Light, one in each direction. Yuga Ganon is more alert this time around, but all it takes is one good arrow in the back to knock him out of the wall.

Continue to punish Yuga Ganon each time you knock him from the wall, and it won't be long before the brute is finally beaten. Well done—you truly are a hero! Now sit back and enjoy the ending!

Tour of Hyrule

Introduction

Welcome to your official Tour of Hyrule! This chapter guides you through Hyrule's nine regions, revealing each region's major landmarks and helping you track down those all-important items and collectibles in every corner of Link's world.

Tour of Hyrule

Lost Woods Region

The Lost Woods region lies in Hyrule's northwest corner. It includes the Lost Woods itself, along with the few inhabitants of Hyrule brave enough to live so close to the mysterious forest—this includes the Fortune-Teller, who lives in the tent to the south, and Rosso, the ore miner, who lives in a cabin up north. The Lost Woods itself lies to the west, and features three paths leading into its entry area. Link can explore much of the Lost Woods' entry area early in the adventure, but he can only venture deeper into the Lost Woods after obtaining all three Pendants of Virtue.

SPECIAL ITEMS (Lost Woods Region)

Item	Notes
Bell	Given to Link by Irene shortly after you clear the Eastern Palace. Use it to summon Irene and fly to any active weather vane (save point).
Hint Glasses	Given to Link by the Fortune-Teller during their first meeting. Wear them to speak with Hint Ghosts that reveal secrets in exchange for Play Coins.
Master Sword	A legendary blade that's kept deep within the Lost Woods. Link can only obtain it after he finds all three Pendants of Virtue.
Power Glove	Given by Rosso, the ore miner, when you speak to him after clearing the Eastern Palace.

Chests (Lost Woods Region)

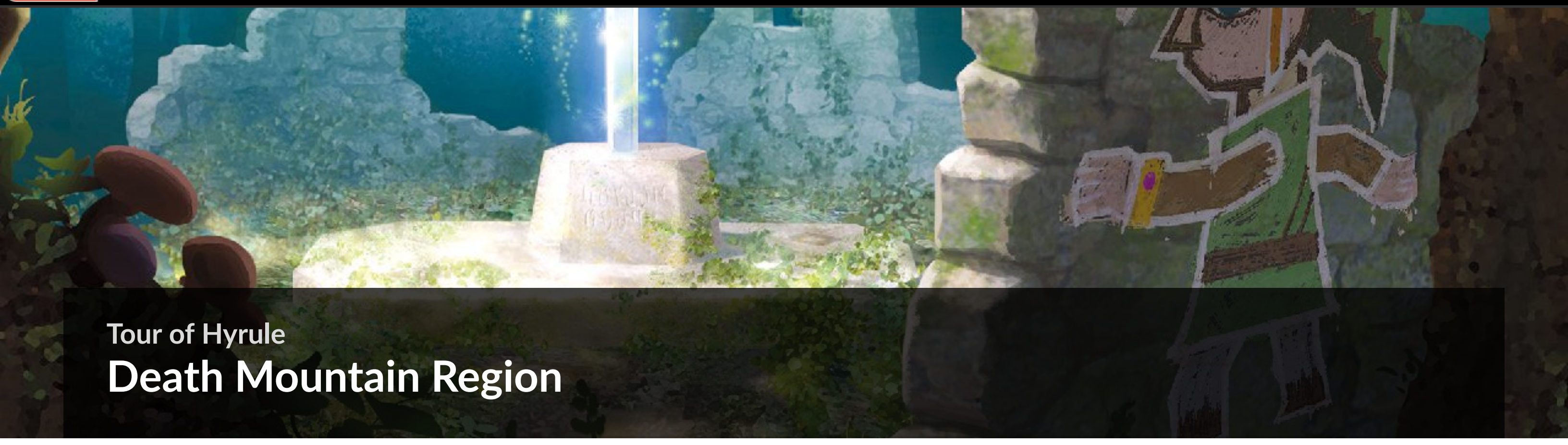
Chest (Contents)	Notes
Hyrule Chest #9 (Purple Rupee)	Given to Link by Rosso after you pick up and throw all of the small rocks around his house.
Hyrule Chest #13 (Red Rupee)	Inside a cave that's blocked by a peg behind Rosso's house (the hammer is required).
Hyrule Chest #28 (Red Rupee)	In the Lost Woods' entry area, beyond a large rock that requires the Titan's Mitt to lift.

Pieces of Heart (Lost Woods Region)

Piece of Heart	Notes
Piece of Heart #5	Beyond a thin gap between the walls just south of a log (merge through the thin gap to reach it).

Lost Maiamais (Lost Woods Region)

Maiamai	Notes
Lost Maiamai #9	Stuck to the cliff just south of Rosso's place (the ore miner).
Lost Maiamai #10	Under a small rock in the Lost Woods' entry area.
Lost Maiamai #11	In a bush in the Lost Woods' entry area.
Lost Maiamai #12	Visible in a tree in the Lost Woods' entry area (dash with the Pegasus Boots to knock it down).
Lost Maiamai #13	Under a small rock in the passage north of Kakariko Village that leads into the Lost Woods. (The hammer is required to pound down pegs and reach it.)
Lost Maiamai #16	Stuck to the side of the Fortune-Teller's tent.
Lost Maiamai #89	Stuck to the side of the cliff above the entrance to Death Mountain. To reach it, you must lift the large rock within Death Mountain's entry passage with the Titan's Mitt.



Tour of Hyrule

Death Mountain Region

Death Mountain is aptly named, for mighty monsters, rolling boulders, and falling fireballs threaten Link at every turn here. This region of Hyrule cannot be explored until you've cleared the Eastern Palace and obtained the Power Glove from Rosso, the ore miner who lives in a cabin in the Lost Woods region. Armed with the Power Glove, you can toss aside the small rocks that block the cave near Rosso's place and enter the passage beyond, which leads up to Death Mountain.

Death Mountain itself features dangerous interior and exterior passages that must be scaled as you battle powerful enemies, dodge falling fireballs, and avoid rolling boulders. Secrets abound on Death Mountain, and the Tower of Hera dungeon stands at the summit. Go west from the Tower of Hera to discover a cavernous volcano that leads down to Rosso's ore mine.

Special Items (Death Mountain Region)

Item	Notes
Bottle #3	Given to Link by the Bouldering Guy atop Death Mountain (beyond the volcano) for bringing the Bouldering Guy some Premium Milk.
Pendant of Power	Obtained at the end of the Tower of Hera.

Chests (Death Mountain Region)

Chest (Contents)	Notes
Hyrule Chest #21 (Blue Rupee)	Inside a small cave near the Death Mountain weather vane.
Hyrule Chest #22 (Purple Rupee)	Inside a secret cave to the west of the cave with the Blue Rupee chest near the Death Mountain weather vane. (You must merge across the cliff and bomb open the cave.)
Hyrule Chest #23 (Monster Guts)	Inside a small cave with fairies at the bottom of Death Mountain. (You must merge over to the cave and use bombs or the hammer to destroy the boulders blocking the chest.)
Hyrule Chest #24 (Monster Guts)	Behind some pegs at the top of the first rolling boulder passage as you scale the mountain (the hammer is required).
Hyrule Chest #25 (Red Rupee)	On a high ledge that you can reach by taking the second (higher) exit out of the first rolling boulder passage.
Hyrule Chest #26 (Monster Guts)	At the top of the second rolling boulder passage, on the passage's east side.
Hyrule Chest #27 (Silver Rupee)	Found in the Treasure Hunter cave atop Death Mountain.

Pieces of Heart (Death Mountain Region)

Piece of Heart	Notes
Piece of Heart #13	Atop Death Mountain, on the secret passage to the Fairy Fountain just west of the Tower of Hera.
Piece of Heart #14	Inside the volcano that leads to Rosso's ore mine, on a high platform beyond the moving springboard platforms.
Piece of Heart #25	On a standalone cliff near a stone fissure pillar. During the journey to the Ice Ruins, take the west path in Lorule's icy cavern and then go north. Use the fissure when you emerge from the cavern to reach the piece of heart in Hyrule.

Lost Maiamais (Death Mountain Region)

Maiamai	Notes
Lost Maiamai #37	Under a Rupee Rock near the Death Mountain weather vane (east of the wooden bridge).
Lost Maiamai #38	Stuck to a high wall that you can reach by taking the second (higher) exit out of the first rolling boulder passage.
Lost Maiamai #39	Stuck to the wall near the Treasure Hunter cave atop Death Mountain (east of the Tower of Hera).
Lost Maiamai #40	On a low ledge near the Bouldering Guy. (You must pass through the volcano that leads to Rosso's ore mine to reach it).
Lost Maiamai #41	Hidden under a small rock beyond a broken bridge in Rosso's ore mine. The Hookshot is required to reach it.

Tour of Hyrule

Sanctuary & Zoras Domain Region

This region of Hyrule lies just north of Hyrule Castle. Here you'll find the Sanctuary, where the good people of Hyrule go to worship, along with the Graveyard, which lies right near the Sanctuary. (Rumor has it there's a secret passage in the Graveyard that leads into the Sanctuary.) Cross the wooden bridge to the east of the Graveyard and then go north along the river, and you'll arrive at the Witch's House. Here you may purchase powerful potions in exchange for the various monster parts you discover while slaying enemies. After you clear the Eastern Palace, Link gains the ability to merge and cross the river to the east of the Witch's House—this lets him make his way to Zora's Domain, where the Zora Queen, Oren, lives.

Special Items (Sanctuary & Zora's Domain Region)

Item	Notes
Blue Potion	Refills all of Link's hearts! The Witch will brew some up for you in exchange for 10 monster tails and 200 Rupees.
Forgotten Sword	A sharp sword that the Captain forgot.
Lamp	In a chest in the secret passage that leads from the Graveyard to the Sanctuary. Useful for lighting braziers and Link's surroundings. Can also be used as a short-range weapon.
Purple Potion	Unleashes a powerful attack against nearby foes. Find 10 monster guts and 60 Rupees, and the Witch will brew this potion for you.
Red Potion	Restores eight hearts. Once you have a bottle, the Witch can brew this healthy potion for you for 50 Rupees.
Yellow Potion	Makes Link invincible for a short time. The Witch will brew some up for you in exchange for 10 monster horns and 100 Rupees.
Zora's Flippers	Given by Oren, the Zora Queen, after Link buys the smooth gem in Kakariko Village and brings it to Oren.

Chests (Sanctuary & Zora's Domain Region)

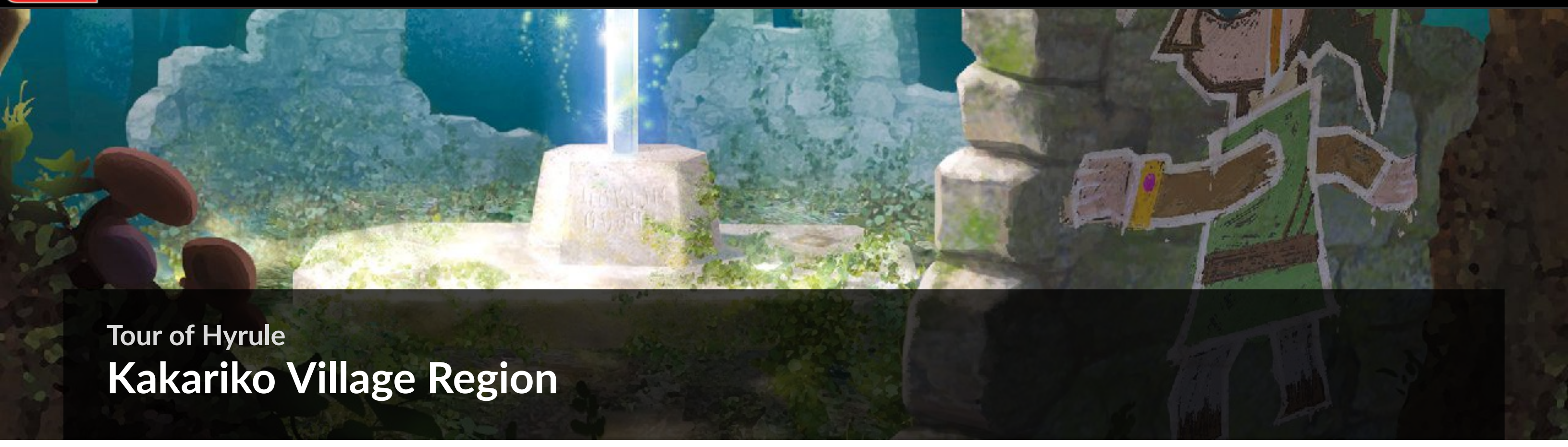
Chest (Contents)	Notes
Hyrule Chest #1 (Lamp)	In the secret passage that leads from the Graveyard to the Sanctuary.
Hyrule Chest #2 (Red Rupee)	In the secret passage that leads from the Graveyard to the Sanctuary.
Hyrule Chest #3 (Small Key)	In the secret passage that leads from the Graveyard to the Sanctuary.
Hyrule Chest #10 (Red Rupee)	On a high ledge near a pit on the way to Zora's Domain (merge around to reach it).
Hyrule Chest #11 (Silver Rupee)	Inside the Treasure Hunter cave near the river to the northeast of Hyrule Castle (you must bomb open the cave).
Hyrule Chest #12 (Silver Rupee)	Surrounded by wooden pegs on the high ledge to the west of the Sanctuary grounds (the hammer is required).

Pieces of Heart (Sanctuary & Zora's Domain Region)

Piece of Heart	Notes
Piece of Heart #3	In a secret cave behind the second waterfall south of Zora Lake (Zora Flippers are required to reach it).
Piece of Heart #4	In the Graveyard's secret passage to the Sanctuary, on a high ledge (merge around to reach it).
Piece of Heart #22	Kept in the high cave north of the Graveyard. You must bomb open a fissure in Lorule and travel through the fissure to reach the cave.

Lost Maiamais (Sanctuary & Zora's Domain Region)

Maiamai	Notes
Lost Maiamai #2	Stuck to the wall inside the Witch's House.
Lost Maiamai #3	Stuck to the high wall above the pit on the way to Zora's Domain (merge around to reach it).
Lost Maiamai #4	Underwater in Zora Lake (just outside the Zora Queen's cave).
Lost Maiamai #5	Stuck to the wall above a ladder along the Zora River (Zora's Flippers are required to reach it).
Lost Maiamai #6	Underwater near the wooden bridge along Zora River.
Lost Maiamai #7	Stuck to the wall just southwest of the Sanctuary.
Lost Maiamai #68	High on the cliff north of the Graveyard. You must bomb open a fissure in Lorule and travel through the fissure to reach it.



Tour of Hyrule

Kakariko Village Region

The Kakariko Village region includes the bustling village itself, along with the small Cucco Ranch and Rupee Rush playing fields to the south. Link can accomplish quite a lot around this region early in the adventure. Buying a bottle and shield and obtaining the net from the Bee Man should be your first three orders of business in Kakariko Village. Later, you can also buy the smooth gem from the Street Merchant and obtain the Pegasus Boots from the Thief. Rupees can be won from the Fortune's Choice game in the village, and also from the Rupee Rush and Cucco Ranch minigames found just south of town. Rupee Rush becomes available after you clear the Eastern Palace, and it's a particularly good way to earn lots of Rupees—just keep your own time and go for those ending bonuses!

Lost Maiamais (Kakariko Village Region)

Maiamai	Notes
Lost Maiamai #14	In a bush on Kakariko Village's east side.
Lost Maiamai #15	Under a rock atop a roof in Kakariko Village. Grab a cucco and glide to the roof from the ledge near Sahasrahla's house.
Lost Maiamai #25	Stuck to the wall in the Rupee Rush game area. (You must pay 50 Rupees to play the game and explore the playing field.)
Lost Maiamai #83	Hidden in the sand in the cucco pen in Kakariko Village (the Sand Rod is required).

Pieces of Heart (Kakariko Village Region)

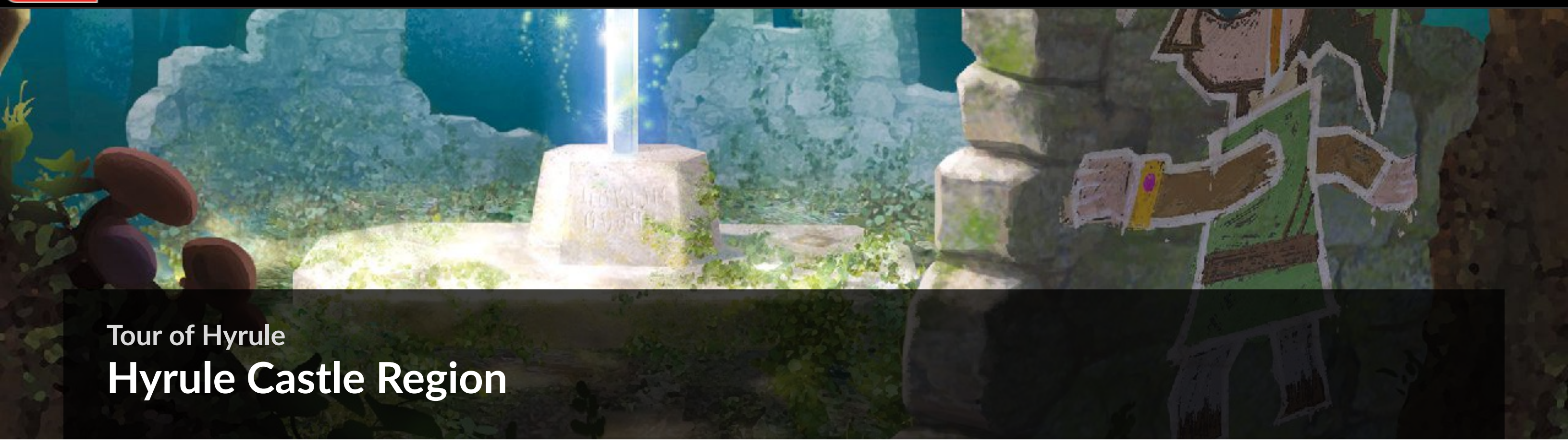
Piece of Heart	Notes
Piece of Heart #1	Reward for beating the "Rooster" level of the Cucco Ranch minigame.
Piece of Heart #6	Inside the small cave at the northwest corner of Kakariko Village. You must throw the small rocks above the cave and jump from the ledge there and land in the nearby hole.
Piece of Heart #8	Reward for setting the high score on the Rupee Rush minigame.
Piece of Heart #15	Given to Link by the Young Woman in Kakariko Village. Merge and slip through the fissure in Thieves' Town to enter the Young Woman's locked house in Kakariko Village.

Chests (Kakariko Village Region)

Chest (Contents)	Notes
Hyrule Chest #6 (Red Rupee)	Inside the cave at Kakariko Village's north end.
Hyrule Chest #14 (Silver Rupee)	In the storage shed near Sahasrahla's house (merge past the bars to reach it).

Special Items (Kakariko Village Region)

Item	Notes
Bee	Has a low chance to appear whenever you cut down bushes and grass. Can be caught with the net and sold to the Bee Man in Kakariko Village for a Purple Rupee per bee.
Bee Badge	Given by the Bee Man after you bring him a golden bee. It makes all bees you find fight for you!
Bottle #1	Sold by the Street Merchant in Kakariko Village for 100 Rupees. Lets you hold potions, fairies, bees, and anything else you can catch with the net.
Milk	Restores up to five hearts. Once Link has a bottle, milk can be bought from the Milk Bar at Kakariko Village for 20 Rupees per bottle.
Net	Given to Link by the Bee Man in Kakariko Village, but only after Link finds a bottle.
Pegasus Boots	Given by the Thief after you catch him by merging into the cliff and sliding around behind the Thief. Lets Link dash very quickly, which is useful for knocking down items from trees.
Premium Milk	Given to Link at the Milk Bar in Kakariko Village. It can only be obtained after you discover the Letter in a Bottle at the end of the river east of Lake Hylia.
Smooth Gem	Sold by the Street Merchant at Kakariko Village after Link encounters the Thief at Zora's Domain. Give it to the Zora Queen to receive Zora's Flippers.
Foul Fruit	Sold by Item Shops around Hyrule for 30 Rupees.
Scoot Fruit	Sold by Item Shops in Hyrule for 50 Rupees. Use it in any dungeon to instantly return to the dungeon's entrance.
Shield	Sold by Item Shops in Hyrule for 50 Rupees. Use it to block incoming physical attacks, such as thrown spears or arrows.



Tour of Hyrule

Hyrule Castle Region

Hyrule's central region includes Hyrule Castle, Link's House, the Blacksmith's Forge, and the circular woods to the southwest. Much time is spent in these areas, especially Link's House, where an odd fellow named Ravio sets up shop and begins renting out useful items after you clear the Eastern Palace and obtain either the Power Glove or Zora's Flippers. Later, after you obtain all three Pendants of Virtue, Ravio offers to sell his items in addition to renting them. Once you buy Ravio's items, you can never lose them, and Mother Maiamai can use her nice magic to upgrade them for you!

Special Items (Hyrule Castle Region)

Item	Notes
Bombs	Rented by Ravio at Link's House after you discover either the Power Glove or Zora's Flippers. Sold by Ravio at Link's House after you obtain all three Pendants of Virtue. Mother Maiamai will upgrade it if you buy it and bring her 10 lost Maiamais.
Boomerang	Rented by Ravio at Link's House after you discover either the Power Glove or Zora's Flippers. Sold by Ravio at Link's House after you obtain all three Pendants of Virtue. Mother Maiamai will upgrade it if you buy it and bring her 10 lost Maiamais.
Bow	Rented by Ravio at Link's House after you discover the locked gate at the Eastern Ruins. Sold by Ravio at Link's House after you obtain all three Pendants of Virtue. Mother Maiamai will upgrade it if you buy it and bring her 10 lost Maiamais.
Charm	Given to Link by Princess Zelda upon their first meeting at Hyrule Castle. A royal family heirloom.
Fire Rod	Rented by Ravio at Link's House after you discover either the Power Glove or Zora's Flippers. Sold by Ravio at Link's House after you obtain all three Pendants of Virtue. Mother Maiamai will upgrade it if you buy it and bring her 10 lost Maiamais.
Hammer	Rented by Ravio at Link's House after you discover either the Power Glove or Zora's Flippers. Sold by Ravio at Link's House after you obtain all three Pendants of Virtue. Mother Maiamai will upgrade it if you buy it and bring her 10 lost Maiamais.
Hookshot	Rented by Ravio at Link's House after you discover either the Power Glove or Zora's Flippers. Sold by Ravio at Link's House after you obtain all three Pendants of Virtue. Mother Maiamai will upgrade it if you buy it and bring her 10 lost Maiamais.
Ice Rod	Rented by Ravio at Link's House after you discover either the Power Glove or Zora's Flippers. Sold by Ravio at Link's House after you obtain all three Pendants of Virtue. Mother Maiamai will upgrade it if you buy it and bring her 10 lost Maiamais.
Master Sword Lv2	The Blacksmith in Hyrule will upgrade the Master Sword if you bring him two Master Ores. Master Sword Lv2 does twice as much damage as the original Master Sword!
Pendant of Courage	The charm that Princess Zelda gave to Link is revealed to be the Pendant of Courage shortly after you clear the Eastern Palace.
Pouch	After you clear the Eastern Palace, this can be found on the stump in the middle of Gulley's woods (the circular woods west of Link's House).
Sand Rod	Rented by Ravio at Link's House after you discover either the Power Glove or Zora's Flippers. Sold by Ravio at Link's House after you obtain all three Pendants of Virtue. Mother Maiamai will upgrade it if you buy it and bring her 10 lost Maiamais.
Tornado Rod	Rented by Ravio at Link's House after you discover either the Power Glove or Zora's Flippers. Sold by Ravio at Link's House after you obtain all three Pendants of Virtue. Mother Maiamai will upgrade it if you buy it and bring her 10 lost Maiamais.

Chests (Hyrule Castle Region)

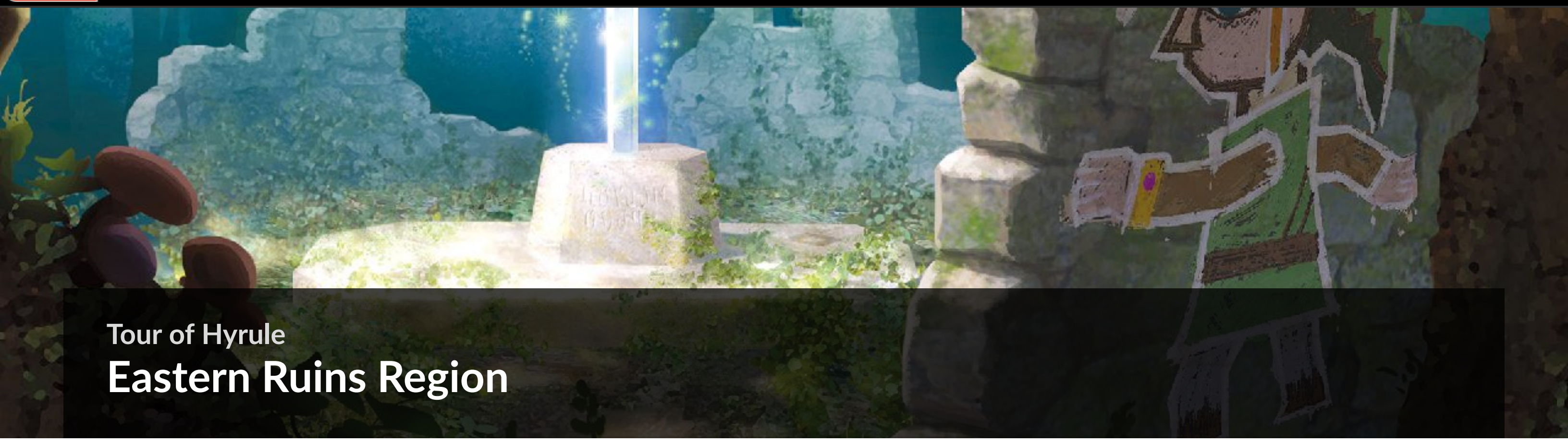
Chest (Contents)	Notes
Hyrule Chest #4 (Purple Rupee)	Atop the walls of Hyrule Castle (can be reached after you speak with Princess Zelda).
Hyrule Chest #5 (Blue Rupee)	Inside Hyrule Castle's west wing (ground floor).

Pieces of Heart (Hyrule Castle Region)

Piece of Heart	Notes
Piece of Heart #2	Behind the Blacksmith's Forge (merge around the building).
Piece of Heart #7	On the ground on the east side of Hyrule Castle, surrounded by small rocks.
Piece of Heart #27	In the cave near the Blacksmith, which is blocked by a large rock. The Titan's Mitt is required.

Lost Maiamais (Hyrule Castle Region)

Maiamai	Notes
Lost Maiamai #17	Hidden in a tree just behind the Blacksmith's Forge (dash into the tree with the Pegasus Boots).
Lost Maiamai #18	Hidden under the Tornado Tiles right near the Blacksmith's Forge (use the Tornado Rod to discover it).
Lost Maiamai #19	Hidden under the Tornado Tiles just south of Hyrule Castle (across the moat).
Lost Maiamai #20	Visible in a tree on the west side of Hyrule Castle, right next to the castle's wall.
Lost Maiamai #21	Stuck to the back of Link's House (merge around the building to reach it).
Lost Maiamai #22	Hidden in a tree just to the west of Link's House.
Lost Maiamai #23	Visible in a tree at the north end of Gulley's woods.
Lost Maiamai #24	Hidden in a tree just east of the Cucco Ranch (right next to the ranch's fence).
Lost Maiamai #90	Under a large rock amidst a circle of small rocks atop a high ledge. You can reach this easily by traveling through a fissure in Lorule, or you can make a long merge-journey around the cliffs in Hyrule to reach it.



Tour of Hyrule

Eastern Ruins Region

The Eastern Ruins region is a large area that includes the Eastern Palace dungeon, along with the crumbling ruins that lie all around it. This region also features a basin to the south of the ruins where a mob of Tektites can be found hopping about, along with a rocky area to the west, where packs of wild Octoroks prefer to roam. After clearing the Eastern Palace dungeon, Link gains the ability to merge into walls at will, which greatly enhances his ability to explore.

Special Items (Eastern Ruins Region)

Item	Notes
Bottle #2	Given to Link by the Bird Lover. Swim under the stone bridge north of Lake Hylia and the House of Gales to meet him.
Ravio's Bracelet	Given to Link by Ravio upon their very first meeting at Link's House. Its true power is later revealed at the Eastern Palace.

Chests (Eastern Ruins Region)

Chest (Contents)	Notes
Hyrule Chest #8 (Red Rupee)	At the end of a trail in the Eastern Ruins, guarded by Armos
Hyrule Chest #17 (Silver Rupee)	Inside the Treasure Hunter cave near the Eastern Palace.
Hyrule Chest #18 (Red Rupee)	On a high ledge near the Eastern Palace. (Use the Hookshot on the peg near the chest to zip over to it.)
Hyrule Chest #19 (Silver Rupee)	On a high ledge near the Eastern Palace (merge around the north cliff to reach it).

Pieces of Heart (Eastern Ruins Region)

Piece of Heart	Notes
Piece of Heart #11	In a cave that's just south of the Eastern Palace. To reach it, you must bomb open the cave and then merge along the wall.
Piece of Heart #12	Surrounded by pegs in the Tektite-filled basin to the south of the Eastern Palace (the hammer is required to reach it).

Lost Maiamais (Eastern Ruins Region)

Maiamai	Notes
Lost Maiamai #31	Underwater in the river north of Lake Hylia and the House of Gales.
Lost Maiamai #33	Visible atop a tall brown tree at the south end of the Eastern Ruins.
Lost Maiamai #34	Stuck to the high wall near the Eastern palace (merge around to reach it).
Lost Maiamai #35	Hidden in a tree just south of the Great Fairy's cave near the entrance to the Eastern Ruins.
Lost Maiamai #36	Visible atop a rock near the roaming Octoroks just west of the Eastern Ruins.
Lost Maiamai #92	Under a large rock on a high ledge in the southeast basin, where the Tektites roam. You must perform a long merge-journey around the high cliffs to reach it.

Tour of Hyrule

Desert Region

Hyrule's southwest desert cannot be fully explored until Link acquires the Sand Rod—a tool of Ravio's that Link can't rent or buy until he clears the Thieves' Hideout dungeon later in the adventure. The desert is therefore the final region of Hyrule that Link gets to explore—although he can visit the desert's entry area and accomplish a few tasks there prior to obtaining the Sand Rod and giving the dunes a more thorough search.

Special Items (Desert Region)

Item	Notes
Titan's Mitt	Hidden inside the Desert Palace. More powerful than the Power Glove, the Titan's Mitt lets Link lift small and large rocks alike!

Lost Maiamais (Desert Region)

Maiamai	Notes
Lost Maiamai #85	Hidden under the sand in the desert, just south of the twin fissure rocks.
Lost Maiamai #87	Hidden under the sand near the Desert Palace weather vane.
Lost Maiamai #91	Under a large rock in the desert's entry area, just south of a fissure.

No Treasure Chests

There are no treasure chests to discover in the Desert region.

No Pieces of Heart

There are no pieces of heart to find in the Desert region.

Tour of Hyrule

Southern Ruins Region

This sprawling field lies just south of Link’s House and features a number of ancient ruins. Be on the lookout for weak walls that you can bomb through in this region—you’ll discover caves that house valuable secrets. Not every weak wall here features telltale cracks, mind you, so place bombs anywhere and everywhere that looks suspicious! Lake Hylia lies to the east, and the entrance to Hyrule’s desert is to the west. The stone temple at the south end of the Southern Ruins is a Treasure Hunter cave that cannot be explored until you’ve acquired the Titan’s Mitt from within the Desert Palace.

Chests (Southern Ruins Region)

Chest (Contents)	Notes
Hyrule Chest #15 (Silver Rupee)	On a high ledge near the desert’s entry area. (You must make a long merge journey around the cliffs to reach it.)
Hyrule Chest #29 (Silver Rupee)	Found in the Treasure Hunter cave in the Southern Ruins. The Titan’s Mitt is required to lift the large rocks that seal off the cave.

Pieces of Heart (Southern Ruins Region)

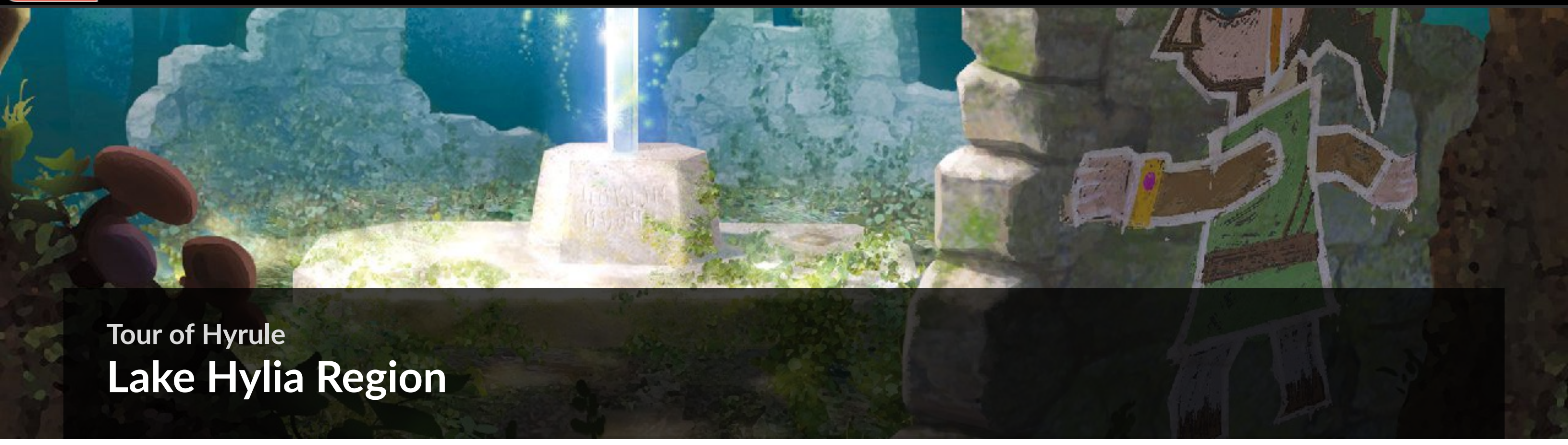
Piece of Heart	Notes
Piece of Heart #9	Visible in the Southern Ruins, but surrounded by statues. To reach it, you must bomb open the secret passage near the two statues to the east, near Lake Hylia.

Lost Maiamais (Southern Ruins Region)

Maiamai	Notes
Lost Maiamai #26	Underwater near the Treasure Hunter cave that’s blocked by large rocks.
Lost Maiamai #27	Visible atop a pillar in the ruins. (Dash into the pillar with the Pegasus Boots to knock it down.)
Lost Maiamai #28	Underwater in the secret passage that you must bomb open by placing a bomb between the two statues near Lake Hylia. (The passage also leads to a piece of heart.)

No Special Items

There are no special items to discover in the Southern Ruins region.



Tour of Hyrule

Lake Hylia Region

Hyrule's largest body of water is Lake Hylia, which dominates the kingdom's southeast corner. Link can't accomplish a whole lot around here until he obtains Zora's Flippers—then he's able to swim around and give Lake Hylia a thorough search. Points of interest include the House of Gales dungeon, which stands in the middle of the lake, and Mother Maiamai's cave, which lies just north of the lake and must be bombed open. (For every 10 lost babies that Link returns to Mother Maiamai, she'll offer to upgrade one of the items that Link has purchased from Ravio.) The Lakeside Item Shop is also located on Lake Hylia's west bank, and offers the same goods as the Item Shop in Kakariko Village. The Racing Bro runs the Hyrule Hotfoot minigame over on the lake's east bank.

Special Items (Lake Hylia Region)

Item	Notes
Foul Fruit	Sold by Item Shops around Hyrule for 30 Rupees.
Letter in a Bottle	Lying in the shallow water at the end of the river east of Lake Hylia and the House of Gales. It contains a message from someone who is stuck up on Death Mountain.
Maiamai Map	Given to Link by Mother Maiamai after you bomb open her cave and speak with her for the first time.
Pendant of Wisdom	Obtained at the end of the House of Gales.
Scoot Fruit	Sold by the Item Shops in Hyrule for 50 Rupees. Use it in any dungeon to instantly return to the dungeon's entrance.
Shield	Sold by the Item Shops in Hyrule for 50 Rupees. Use it to block incoming physical attacks, such as thrown spears or arrows.

Chests (Lake Hylia Region)

Chest (Contents)	Notes
Hyrule Chest #7 (Purple Rupee)	In a cave near Lake Hylia's southwest corner. Light the cave's two braziers to reveal the chest.
Hyrule Chest #16 (Gold Rupee)	In the secret cave near the Fairy Fountain near the Racing Bro. (Bomb the wall just to the west of the Fairy Fountain's entrance.)
Hyrule Chest #20 (Red Rupee)	On a high ledge to the east of Lake Hylia (merge along the cliff to reach it).

Pieces of Heart (Lake Hylia Region)

Piece of Heart	Notes
Piece of Heart #10	Reward for beating the Intermediate level of the Hyrule Hotfoot minigame.

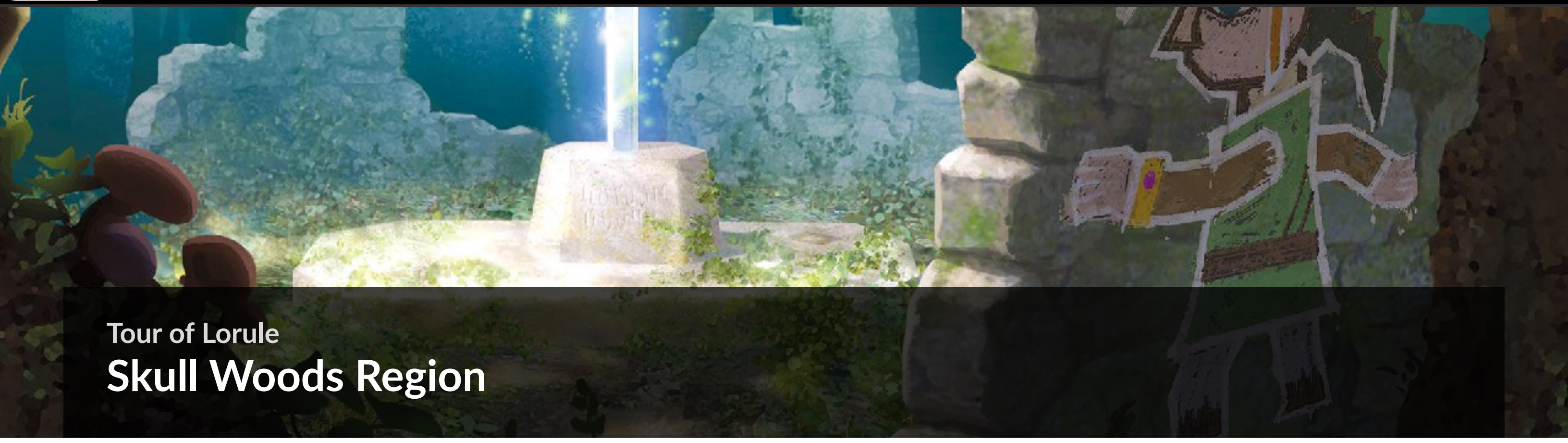
Lost Maiamais (Lake Hylia Region)

Maiamai	Notes
Lost Maiamai #1	Stuck to the wall near Mother Maiamai's cave.
Lost Maiamai #29	Underwater in Lake Hylia, near the House of Gales.
Lost Maiamai #30	Hidden under a single Tornado Tile near the House of Gales. (Look behind the House of Gales and use the Tornado Rod to blow away the lone tile.)
Lost Maiamai #32	Underwater in the river east of Lake Hylia and the House of Gales.
Lost Maiamai #93	Under a large rock on a high ledge that's just south of the Racing Bro who runs the Hyrule Hotfoot minigame. Merge and travel south from the Racing Bro to reach it.

Tour of Lorule

Introduction

Our grand tour of Link's world continues here, in the dark and troubled land of Lorule. Unlike Hyrule, moving around in Lorule is challenging at first. This is because each of Lorule's seven regions is separated by giant chasms, making it impossible to travel from one region to the next on foot. Instead, Link must seek out special fissures in Hyrule—small tears in walls, pillars, and other objects that allow Link to travel between Hyrule and Lorule. By traveling through different fissures in Hyrule, Link will steadily discover new regions in Lorule.



Tour of Lorule

Skull Woods Region

This dark, twisted forest is Lorule's version of Hyrule's Lost Woods. The massive bones of fallen creatures fill this forboding place, making its exploration an unsettling experience. The Skull Woods region includes the building that would be Sahasrahla's house in Hyrule, along with an old, ruined shack that would be Rosso's house in Hyrule. Both of these buildings feature fissures on their back walls that allow Link to travel to the Skull Woods from Hyrule. Four paths lead into the Skull Woods here in Lorule—take the southeast path to reach the Skull Woods dungeon.

Special Items (Skull Woods Region)

Item	Notes
Master Ore #3	Hidden inside the Skull Woods dungeon. Required for upgrading the Master Sword.

Chests (Skull Woods Region)

Chest (Contents)	Notes
Lorule Chest #21 (Purple Rupee)	In a chest in the Skull Woods that can only be reached by taking the final exit from the Skull Woods dungeon.

Pieces of Heart (Skull Woods Region)

Piece of Heart	Notes
Piece of Heart #20	Right near Sahasrahla's house (in Lorule). Merging and fissure travel are required to reach it.
Piece of Heart #21	On the porch of the abandoned shack. Climb the ladder to the south and use a cucco to reach it.

Lost Maiamais (Skull Woods Region)

Maiamai	Notes
Lost Maiamai #55	Stuck to the side of the storage shed near Sahasrahla's house (in Lorule).
Lost Maiamai #56	Stuck to the wall north of Sahasrahla's house (in Lorule).
Lost Maiamai #57	Stuck to the wall in the Moblin pit.
Lost Maiamai #58	In the bushes in the center of the "V" of trees.
Lost Maiamai #59	Hidden in a tree just south of the shack that is Lorule's version of the Miner's House.
Lost Maiamai #60	Under a skull in the Skull Woods' northwest corner.
Lost Maiamai #61	In the tall grass in the Skull Woods, just east of the fissure pillar.
Lost Maiamai #94	Under a large rock in one of the southern paths that lead into the Skull Woods.

Tour of Lorule

Death Mountain Region (Lorule)

Rather than being surrounded by fire and flame, Link finds Death Mountain to be covered in snow and ice here in Lorule. Lorule's Death Mountain is also divided into two halves: the west half features the Treacherous Tower, while the east half features the Ice Ruins dungeon. The west half is easy to reach—just enter the fissure near Hyrule's Death Mountain weather vane. To reach the east half of Lorule's Death Mountain, you must use the fissure down by Rosso's ore mine, forcing you to travel through the dangerous volcano that lies beyond the Tower of Hera in Hyrule. The Treacherous Tower features 50 floors of enemies for you to fight through, with fabulous prizes to be won. To reach the Ice Ruins, you'll need to traverse a massive and dangerous ice cavern—Lorule's version of Hyrule's cavernous volcano.

Special Items (Death Mountain Region)

Item	Notes
Stamina Scroll	Hidden inside the Ice Ruins dungeon. It lengthens Link's energy gauge, letting him perform more energy-based tasks in a row before becoming winded.
Super Lamp	Reward for clearing the Treacherous Tower's Advanced stage (50 floors)
Super Net	Reward for clearing the Treacherous Tower's Advanced stage (50 floors) for the second time with a faster time than your previous run.

Chests (Death Mountain Region)

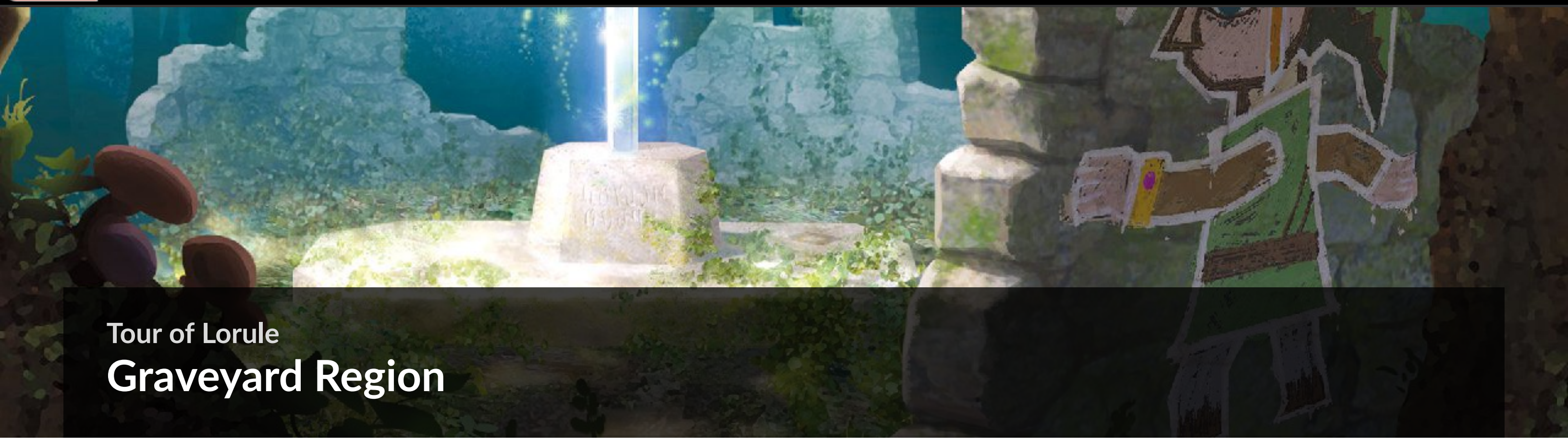
Chest (Contents)	Notes
Lorule Chest #11 (Silver Rupee)	At the circle just south of the Treacherous Tower, defeat all of the Ice Gimos to make a chest appear.
Lorule Chest #12 (Monster Tail)	On a high ledge just south of the Treacherous Tower. You must drop to a nearby ledge to the east, then merge and slide over to the chest ledge.
Lorule Chest #13 (Gold Rupee)	On a high ledge beyond the icy cavern. Take the west route inside the icy cavern and then go south to reach it.
Lorule Chest #14 (Silver Rupee)	At a dead-end beyond a trio of lifeless Ice Gimos west of the Ice Ruins. (Melt the Ice Gimos with the Fire Rod.)

Pieces of Heart (Death Mountain Region)

Piece of Heart	Notes
Piece of Heart #24	Reward for clearing the Treacherous Tower's Intermediate level (15 floors)

Lost Maiamais (Death Mountain Region)

Maiamai	Notes
Lost Maiamai #79	Under a skull on a small, high ledge that's south of the Treacherous Tower. Reach it by traveling through the fissure near the Death Mountain weather vane in Hyrule.
Lost Maiamai #80	Stuck to a high wall to the southeast of the Lorule Death Mountain weather vane. You must merge-trek from the higher trail to reach it.
Lost Maiamai #81	Under a skull on a ledge beyond the icy cavern. You must take the west route inside the icy cavern and then go south to reach it. (Fall to the lower outdoor ledge with the skull.)
Lost Maiamai #82	Stuck to the wall right near the Ice Ruins' entrance.
Lost Maiamai #95	Under a large rock to the west of the Treacherous Tower. The Fire Rod and hammer are required to reach it due to Ice Gimos and a peg that stand in the way.
Lost Maiamai #96	Under a large rock near the "one way" bridge to the west of the Death Mountain save point in Lorule. Starting from there, use the Hookshot to cross the bridge and reach it. You can also go south down the mountain from the Treacherous Tower save point to reach it.



Tour of Lorule

Graveyard Region

Lorule's small Graveyard region includes the freaky Graveyard itself, plus the nearby Philosopher's cave, which serves as Lorule's lowly version of Hyrule's holy Sanctuary. Use the fissure in Hyrule's Sanctuary to visit the Philosopher's cave and reach this region of Lorule. Just like in Hyrule, Lorule's Graveyard features a secret passage. The passage leads to a special chest within the Philosopher's cave, but it can't be entered without the might of the Titan's Mitt, for its entrance lies under a large rock that rests just north of the Graveyard's weather vane.

Special Items (Graveyard Region)

Item	Notes
Master Ore #2	In a chest inside the Philosopher's cave. Use the Titan's Mitt to discover the secret passage in Lorule's Graveyard and pass through the passage to reach the chest.

Chests (Graveyard Region)

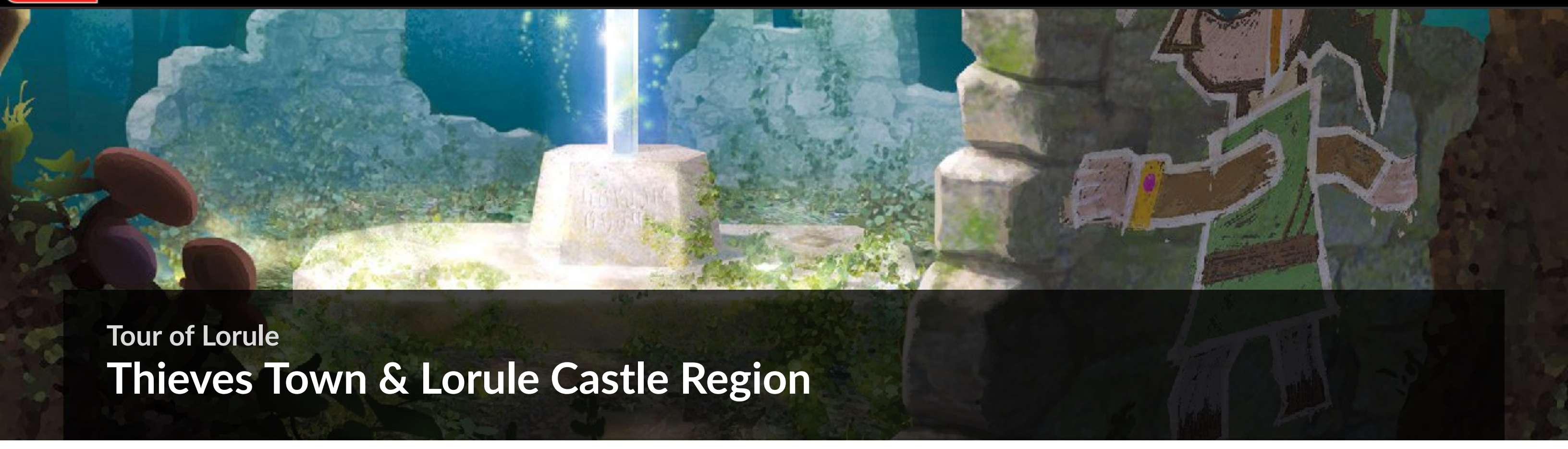
Chest (Contents)	Notes
Lorule Chest #8 (Silver Rupee)	Sitting out in the open, just east of the Graveyard. Surrounded by Moblins armed with shields and spears.
Lorule Chest #17 (Green Rupee)	In the Graveyard's secret passage in Lorule.
Lorule Chest #18 (Blue Rupee)	In the Graveyard's secret passage in Lorule.
Lorule Chest #19 (Red Rupee)	In the Graveyard's secret passage in Lorule.
Lorule Chest #20 (Master Ore #2)	In the Philosopher's cave (Lorule's version of the Sanctuary), on a high ledge. The only way to reach the chest is by using the Titan's Mitt to open the secret passage in Lorule's Graveyard and then travel through the passage.

Heartless

There are no pieces of heart to discover around Lorule's Graveyard region.

Lost Maiamais (Graveyard Region)

Maiamai	Notes
Lost Maiamai #66	Stuck to the wall north of the Graveyard.
Lost Maiamai #67	Hidden in a tree to the east of the Graveyard, near the east chasm.
Lost Maiamai #88	Under a large rock near the entrance to the Philosopher's cave (Lorule Sanctuary).



Tour of Lorule

Thieves Town & Lorule Castle Region

Lorule's massive central region is the largest in the land, and the first one Link enters upon visiting Lorule for the first time. This region includes Thieves' Town (Lorule's version of Kakariko Village), Lorule Castle, the Blacksmith's Forge, the Fortune-Teller's tent, the Vacant House (Lorule's version of Link's House), the Rupee Rush minigame, the Bomb Shop, the Octoball Derby field, AND the Southern Ruins. With so much ground to cover, Link is sure to discover all sorts of cool stuff around this region. The Thieves' Hideout dungeon is located in Thieves' Town, while the Swamp Palace dungeon is down in the Southern Ruins area. Be sure to visit the Bomb Shop south of Thieves' Town and use Big Bomb Flowers to blast away this region's large cracked rocks—you'll discover even more cool stuff!

Special Items (Thieves' Town & Lorule Castle Region)

Item	Notes
Blue Mail	Hidden inside the Swamp Palace dungeon. Reduces all damage that Link suffers by half!
Bottle #4	Given to Link by the Great Rupee Fairy if you bomb open her cave with Big Bomb Flower and then donate 3,000 Rupees to her Fairy Fountain.
Bottle #5	Inside the chest in the Vacant House (enter from the back side).
Bow of Light	Given to Link by Princess Zelda during the final battle against Ganon. It's the only weapon capable of harming Ganon while he's merged into the wall.
Master Ore #1	Hidden inside the Thieves' Hideout dungeon. Required for upgrading the Master Sword.
Master Sword Lv3	After you find all four pieces of Master Ore, bring the last two to the Blacksmith in Lorule, and he'll upgrade the Master Sword again. Now it's four times as sharp as the original!
Red Mail	Hidden inside Lorule Castle. This is the strongest armor, for it reduces all damage Link suffers by 75 percent!

Chests (Thieves' Town & Lorule Castle Region)

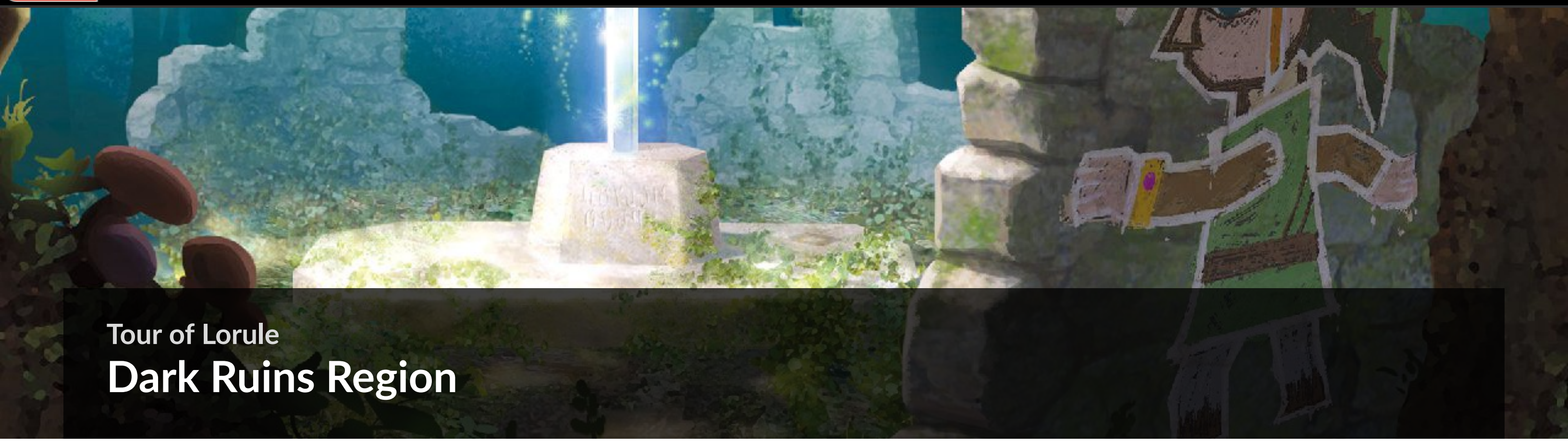
Chest (Contents)	Notes
Lorule Chest #1 (Silver Rupee)	Inside the cave that's just south of the Octoball Derby game. (Use Big Bomb Flower to blast open the cave.)
Lorule Chest #2 (Silver Rupee)	On a high standalone ledge with a cave at its base and two pegs on top. Reaching it requires the Hookshot and moving through fissures.
Lorule Chest #3 (Bottle #5)	Inside the Vacant House (enter from the back side).
Lorule Chest #4 (Gold Rupee)	Found inside the secret Treasure Hunter cave hidden in the bushes northwest of the Vacant House.
Lorule Chest #5 (Silver Rupee)	Inside the Big Bomb Flower cave east of the Southern Ruins (near a piece of heart).
Lorule Chest #6 (Gold Rupee)	Inside the Big Bomb Flower cave east of the Southern Ruins (near a piece of heart).
Lorule Chest #15 (Silver Rupee)	After you clear the Thieves' Hideout dungeon, the Thief Girl appears in the empty cave at the Southern Ruins' north end. She has prepared a chest for Link.

Pieces of Heart (Thieves' Town & Lorule Castle Region)

Piece of Heart	Notes
Piece of Heart #16	Won from the Fortune's Choice game in Thieves' Town.
Piece of Heart #17	Prize for beating the high score in Lorule's Rupee Rush minigame.
Piece of Heart #18	Reward for scoring 100 points (Rupees) on the Octoball Derby minigame.
Piece of Heart #19	Inside the Big Bomb Flower cave east of the Southern Ruins.

Lost Maiamais (Thieves' Town & Lorule Castle Region)

Maiamai	Notes
Lost Maiamai #42	Stuck to the side of the Blacksmith's Forge (merge around the building to reach it).
Lost Maiamai #43	Hidden in a tree in Thieves' Town, in the southeast corner of town.
Lost Maiamai #44	Stuck to the wall of a broken building in Thieves' Town.
Lost Maiamai #45	Hidden within Big Bomb Flower. Without moving Big Bomb Flower, hit it to expose the Maiamai.
Lost Maiamai #46	Stuck to the north wall in the Lorule Rupee Rush playing area (you must pay to play the game and enter the playing field).
Lost Maiamai #47	In a bush near the Octoball Derby minigame
Lost Maiamai #48	Stuck to a high wall south of the Octoball Derby game. Reaching it requires merging and moving between fissures.
Lost Maiamai #49	Stuck to the wall just north of the Vacant House.
Lost Maiamai #50	Hidden in a tree just northeast of the Vacant House, near the edge of the chasm.
Lost Maiamai #51	Stuck to Lorule Castle's exterior wall, on the castle's southeast corner.
Lost Maiamai #52	Underwater in the pond in the Southern Ruins.
Lost Maiamai #53	Visible atop a pillar in the southern ruins.
Lost Maiamai #54	Stuck to the wall in the Southern Ruin's northeast corner.
Lost Maiamai #97	Under a large rock just west of the Vacant House.
Lost Maiamai #98	Under a large rock just east of the Lorule Fortune-Teller's tent.



Tour of Lorule

Dark Ruins Region

The Dark Ruins region covers much the same terrain as the Eastern Ruins region in Hyrule. Use the fissure pillar in Hyrule's Octorok field, or the fissure in the Tektite-filled basin, to travel from the Eastern Ruins region to the Dark Ruins region. Here you'll find some shadowy ruins guarded by special sentries that will lock Link away if they catch sight of him. Use Link's merge ability to slip past the sentries and reach the Dark Palace dungeon that they guard. By entering this region via the fissure to the east of the Witch's House in Hyrule, you can explore the region's northern territory, where flows a massive waterfall that is home to Lorule's aquatic Kus.

Special Items (Dark Ruins Region)

Item	Notes
Master Ore #4	Hidden inside the Dark Palace dungeon. Required for upgrading the Master Sword.

Chests (Dark Ruins Region)

Chest (Contents)	Notes
Lorule Chest #9 (Silver Rupee)	Sitting out in the open on the high ledge up north. You must travel south from the Dark Ruins' entrance to reach it.
Lorule Chest #10 (Red Rupee)	In the Dark Ruins, atop some stairs. You must merge and slip past a Lorule Soldier to reach it.

Pieces of Heart (Dark Ruins Region)

Piece of Heart	Notes
Piece of Heart #23	In the Dark Ruins, on a narrow beam. You must avoid the Lorule Soldiers to get it.

Lost Maiamais (Dark Ruins Region)

Maiamai	Notes
Lost Maiamai #69	Visible atop a tall rock in the rocky area filled with Slaroks, just west of the Dark Ruins.
Lost Maiamai #70	Hidden in a standalone tree in the region's southwest corner, near the chasm.
Lost Maiamai #71	Hidden in a tree just south of the entrance to the Dark Ruins.
Lost Maiamai #72	Stuck to the wall just inside the Dark Ruins.
Lost Maiamai #73	Stuck to the high wall in the region's southeast area, which you visit by taking the southeast exit from the Dark Ruins. You must merge and make a long, counterclockwise journey around the upper cliff to reach it.
Lost Maiamai #74	About halfway through the Dark Ruins, stuck to the wall near a piece of heart and some green braziers.
Lost Maiamai #75	Hidden in tall grass on a high ledge with a fissure at the ledge's base. It's found along the same route you'd take to reach Zora's Domain in Hyrule. You must make a long merge-journey to reach it.
Lost Maiamai #76	Underwater near the giant waterfall, where Zora's Lake exists in Hyrule.
Lost Maiamai #77	Underwater at the end of the river, near the waterfall cave that is home to a frightened Hinox.
Lost Maiamai #78	Underwater on the west side of the river. You must merge into the wall near the Hinox's waterfall cave and then slide westward across the chasm to reach it.

Tour of Lorule

Misery Mire Region

Lorule's Misery Mire region is closely linked to Hyrule's desert region, and as such, the Sand Rod is required to fully explore this dreary bog. Entering Misery Mire is easy—just use the fissure in the desert's entry area in Hyrule. Once you've arrived at the mire, use the other fissures you find there to visit and explore more of Hyrule's desert. Use the Sand Rod in the desert to help you reach other fissures that lead to special areas back in Misery Mire. Keep it up and you'll eventually reach the Desert Palace—a dungeon in Hyrule whose boss is actually battled in Lorule!

No Special Items

There are no special items to find in the Misery Mire region.

Chests (Misery Mire Region)

Chest (Contents)	Notes
Lorule Chest #16 (Gold Rupee)	Found at the end of the Treasure Hunter cave in the entrance to Misery Mire. The Sand Rod and Tornado Rod are required.

Pieces of Heart (Misery Mire Region)

Piece of Heart	Notes
Piece of Heart #26	Requires the Sand Rod and bombs. In the desert in Hyrule, you must bomb open a high fissure by throwing a bomb at the fissure from a ledge that requires the Sand Rod to reach. Travel through the fissure to emerge in Lorule, near the piece of heart.

Lost Maiamais (Misery Mire Region)

Maiamai	Notes
Lost Maiamai #84	Stuck to the wall right below the Misery Mire weather vane.
Lost Maiamai #86	Underwater in Misery Mire's southwest corner.
Lost Maiamai #99	Under a large rock in Misery Mire's entry area, just south of a fissure.

Tour of Lorule

Lorule Lake Region

This large body of murky water is Lorule's version of Hyrule's shimmering Lake Hylia. Use the fissure near the Racing Bro who runs the Hyrule Hotfoot game to reach this region of Lorule (or merge around the cliff south of the Lakeside Item Seller in Hyrule to reach another viable fissure). The Turtle Rock dungeon stands right in the midst of Lorule Lake, but you must rescue three turtles around the lake in order to summon Mama Turtle and hitch a ride to the dungeon. There's also an Item Shop on the lake's west bank (just like in Hyrule), but there's no racing game to play around here in Lorule, and Mother Maiamai's cave is not present.

Special Items (Lorule Lake Region)

Item	Notes
Hylian Shield	Hidden inside the Turtle Rock dungeon. Lets Link block magical attacks in addition to physical attacks, and cannot be eaten by Like Likes.

Chests (Lorule Lake Region)

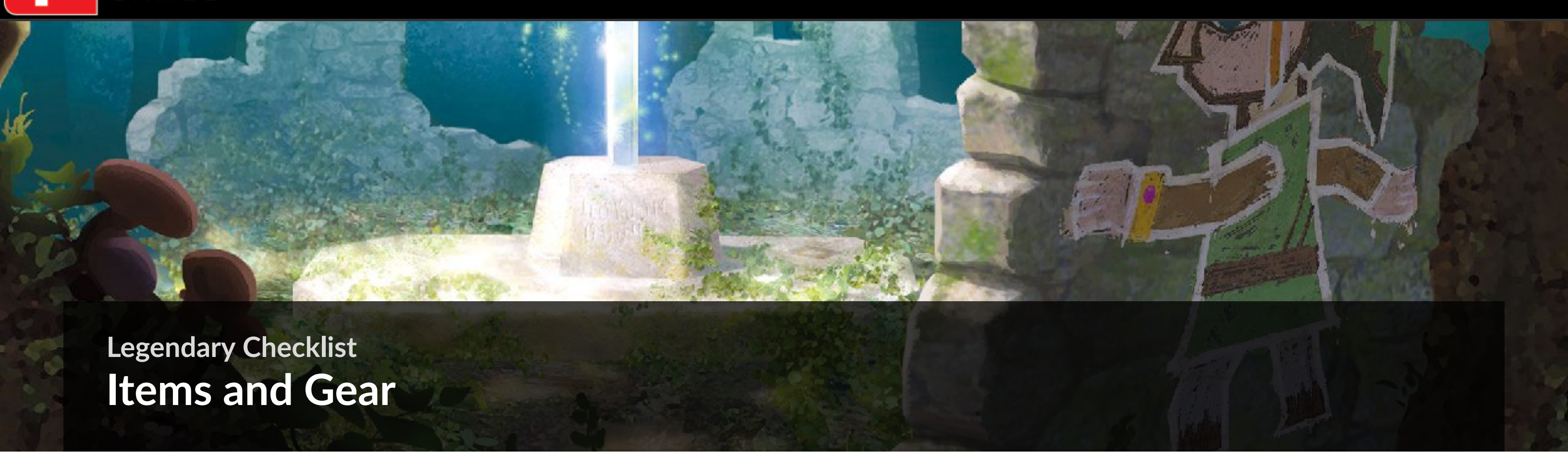
Chest (Contents)	Notes
Lorule Chest #7 (Silver Rupee)	North of the Lakeside Item Shop, just sitting out in the open.

Pieces of Heart (Lorule Lake Region)

Piece of Heart	Notes
Piece of Heart #28	Can only be obtained while exploring the Turtle Rock dungeon. Use the dungeon's northwest exit to reach it.

Lost Maiamais (Lorule Lake Region)

Maiamai	Notes
Lost Maiamai #62	Stuck to the wall just south of the Lakeside Item Shop.
Lost Maiamai #63	Underwater in Lorule Lake, just east of the dungeon.
Lost Maiamai #64	Stuck to the southern wall, on the lake's east bank.
Lost Maiamai #65	Under a skull on a high north ledge on the lake's east bank. Must climb the nearby ladder and merge around the wall, passing above a fissure.
Lost Maiamai #100	Under a large rock just southwest of Lorule Lake, near the water.



Legendary Checklist

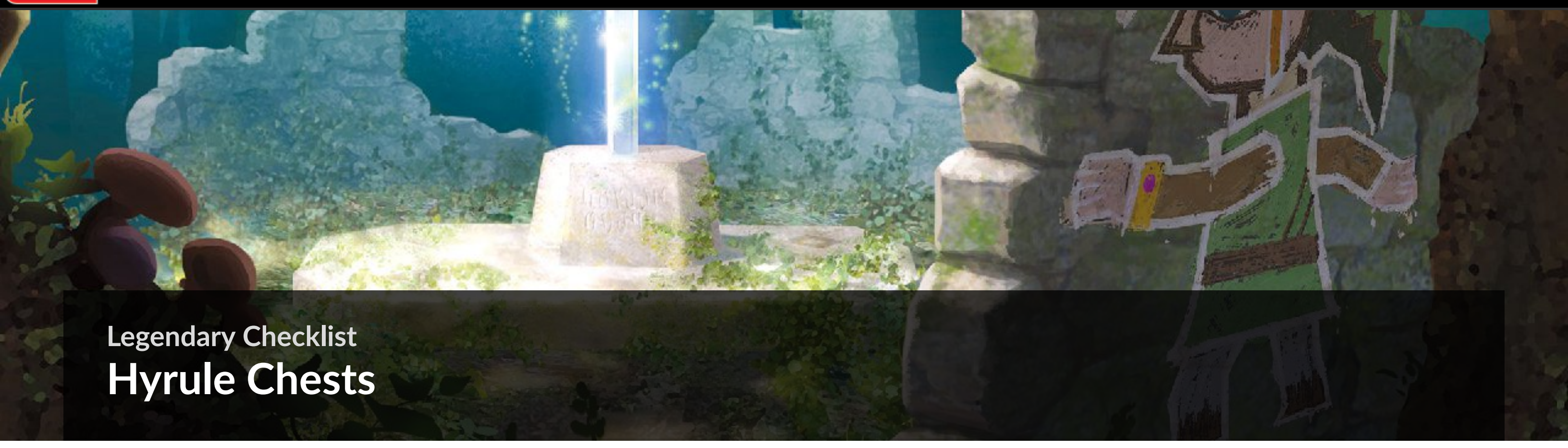
Items and Gear

Let's see, there are more than 50 items to find, plus 28 pieces of heart, 100 lost Maiamais... yeah, some checklists would be nice! Well, look no further, for the following lists will help you keep track of everything you accomplish as you explore Link's world. For more detailed information on any item, just use the page references to quickly find it in the walkthrough. Have fun out there!

Link collects a broad assortment of weapons and tools during his explorations in Hyrule. Many of these items are vital to completing his quest, and the following list reveals just where to find each and every item that Link can use.

Items

Image	Item	Region	Notes
	Bee	Kakariko Village	Has a low chance to appear whenever you cut down bushes and grass or when you use Pegasus Boots to sprint on trees. Can be caught with the net and sold to the Bee Man in Kakariko Village for a Purple Rupee per bee.
	Bee Badge	Kakariko Village	Given by the Bee Man after you bring him a golden bee. It makes all bees you find fight for you!
	Bell	Lost Woods	Given to Link by Irene shortly after you clear the Eastern Palace. Use it to summon Irene and fly to any active weather vane (save point).
	Blue Mail	Thieves' Town & Lorule Castle	Hidden inside the Swamp Palace dungeon. Reduces all damage that Link suffers by half!
	Blue Potion	Sanctuary & Zora's Domain	Refills all of Link's hearts! The Witch will brew some up for you in exchange for 10 monster tails.
	Bombs	Hyrule Castle	Rented by Ravio at Link's House after you discover either the Power Glove or Zora's Flippers. Sold by Ravio at Link's House after you obtain all three Pendants of Virtue. Mother Maiamai will upgrade it if you buy it and bring her 10 lost Maiamais.
	Boomerang	Hyrule Castle	Rented by Ravio at Link's House after you discover either the Power Glove or Zora's Flippers. Sold by Ravio at Link's House after you obtain all three Pendants of Virtue. Mother Maiamai will upgrade it if you buy it and bring her 10 lost Maiamais.
	Bottle #1	Kakariko Village	Sold by the Street Merchant in Kakariko Village for 100 Rupees. Lets you hold potions, fairies, bees, and anything else you can catch with the net.
	Bottle #2	Eastern Ruins	Given to Link by the Bird Lover. Swim under the stone bridge north of Lake Hylia and the House of Gales to meet him.
	Bottle #3	Death Mountain (Hyrule)	Given to Link by the Bouldering Guy atop Death Mountain (beyond the volcano) for bringing the Bouldering Guy some Premium Milk.
	Bottle #4	Thieves' Town & Lorule Castle	Given to Link by the Great Rupee Fairy if you bomb open her cave with Big Bomb Flower and then donate 3,000 Rupees to her Fairy Fountain.
	Bottle #5	Thieves' Town & Lorule Castle	Inside the chest in the Vacant House (enter from the back side).
	Bow	Hyrule Castle	Rented by Ravio at Link's House after you discover the locked gate at the Eastern Ruins. Sold by Ravio at Link's House after you obtain all three Pendants of Virtue. Mother Maiamai will upgrade it if you buy it and bring her 10 lost Maiamais.
	Bow of Light	Thieves' Town & Lorule Castle	Given to Link by Princess Zelda during the final battle against Yuga Ganon. It's the only weapon capable of harming Yuga Ganon while he's merged into the wall.
	Charm	Hyrule Castle	Given to Link by Princess Zelda upon their first meeting at Hyrule Castle. A royal family heirloom.
	Fire Rod	Hyrule Castle	Rented by Ravio at Link's House after you discover either the Power Glove or Zora's Flippers. Sold by Ravio at Link's House after you obtain all three Pendants of Virtue. Mother Maiamai will upgrade it if you buy it and bring her 10 lost Maiamais.
	Forgotten Sword	Sanctuary & Zora's Domain	A sharp sword that the Captain forgot.
	Foul Fruit	Kakariko Village and Lake Hylia	Sold by Item Shops around Hyrule for 30 Rupees.
	Golden Bee	Anywhere	Very low chance to appear whenever you cut down bushes and tall grass or when you use Pegasus Boots to sprint on trees. Use a net to catch it and store it in a bottle. Show it to the Bee Man in Kakariko Village to receive the Bee Badge!
	Hammer	Hyrule Castle	Rented by Ravio at Link's House after you discover either the Power Glove or Zora's Flippers. Sold by Ravio at Link's House after you obtain all three Pendants of Virtue. Mother Maiamai will upgrade it if you buy it and bring her 10 lost Maiamais.
	Hint Glasses	Lost Woods	Given to Link by the Fortune-Teller during their first meeting. Wear them to speak with Hint Ghosts that reveal secrets in exchange for Play Coins.
	Hookshot	Hyrule Castle	Rented by Ravio at Link's House after you discover either the Power Glove or Zora's Flippers. Sold by Ravio at Link's House after you obtain all three Pendants of Virtue. Mother Maiamai will upgrade it if you buy it and bring her 10 lost Maiamais.
	Hylian Shield	Lorule Lake	Hidden inside the Turtle Rock dungeon. Lets Link block magical attacks in addition to physical attacks, and cannot be eaten by Like Likes.
	Ice Rod	Hyrule Castle	Rented by Ravio at Link's House after you discover either the Power Glove or Zora's Flippers. Sold by Ravio at Link's House after you obtain all three Pendants of Virtue. Mother Maiamai will upgrade it if you buy it and bring her 10 lost Maiamais.
	Lamp	Sanctuary & Zora's Domain	In a chest in the secret passage that leads from the Graveyard to the Sanctuary. Useful for lighting braziers and Link's surroundings. Can also be used as a short-range weapon.
	Letter in a Bottle	Lake Hylia	Lying in the shallow water at the end of the river east of Lake Hylia and the House of Gales. It contains a message from someone who is stuck up on Death Mountain.
	Maiamai Map	Lake Hylia	Given to Link by Mother Maiamai after you bomb open her cave and speak with her for the first time.
	Master Ore #1	Thieves' Town & Lorule Castle	Hidden inside the Thieves' Hideout dungeon. Required for upgrading the Master Sword.
	Master Ore #2	Graveyard	In a chest inside the Philosopher's cave. Use the Titan's Mitt to discover the secret passage in Lorule's Graveyard and pass through the passage to reach the chest.
	Master Ore #3	Skull Woods	Hidden inside the Skull Woods dungeon. Required for upgrading the Master Sword.
	Master Ore #4	Dark Ruins	Hidden inside the Dark Palace dungeon. Required for upgrading the Master Sword.
	Master Sword	Lost Woods	A legendary blade that's kept deep within the Lost Woods. Link can only obtain it after he finds all three Pendants of Virtue.
	Master Sword Lv2	Hyrule Castle	The Blacksmith in Hyrule will upgrade the Master Sword if you bring him two Master Ores. Master Sword Lv2 does twice as much damage as the original Master Sword!
	Master Sword Lv3	Thieves' Town & Lorule Castle	After you find all four pieces of Master Ore, bring the last two to the Blacksmith in Lorule, and he'll upgrade the Master Sword again. Now it's four times as sharp as the original!
	Milk	Kakariko Village	Restores up to five hearts. Once Link has a bottle, milk can be bought from the Milk Bar at Kakariko Village for 20 Rupees per bottle.
	Net	Kakariko Village	Given to Link by the Bee Man in Kakariko Village, but only after Link finds a bottle.
	Pegasus Boots	Kakariko Village	Given by the Thief after you catch him by merging into the cliff and sliding around behind the Thief. Lets Link dash very quickly, which is useful for knocking down items from trees.
	Pendant of Courage	Hyrule Castle	The charm that Princess Zelda gave to Link is revealed to be the Pendant of Courage shortly after you clear the Eastern Palace.
	Pendant of Power	Death Mountain (Hyrule)	Obtained at the end of the Tower of Hera.
	Pendant of Wisdom	Lake Hylia	Obtained at the end of the House of Gales.
	Pouch	Hyrule Castle	After you clear the Eastern Palace, this can be found on the stump in the middle of Gulley's woods (the circular woods west of Link's House).
	Power Glove	Lost Woods	Given by Rosso, the ore miner, when you speak to him after clearing the Eastern Palace.
	Premium Milk	Kakariko Village	Given to Link at the Milk Bar in Kakariko Village. It can only be obtained after you discover the Letter in a Bottle at the end of the river east of Lake Hylia.
	Purple Potion	Sanctuary & Zora's Domain	Unleashes a powerful attack against nearby foes. Find 10 monster guts, and the Witch will brew this potion for you.
	Ravio's Bracelet	Eastern Ruins	Given to Link by Ravio upon their very first meeting at Link's House. Its true power is later revealed at the Eastern Palace.
	Red Mail	Thieves' Town & Lorule Castle	Hidden inside Lorule Castle. This is the strongest armor, for it reduces all damage Link suffers by 75 percent!
	Red Potion	Sanctuary & Zora's Domain	Restores eight hearts. Once you have a bottle, the Witch can brew this healthy potion for you.
	Sand Rod	Hyrule Castle	Rented by Ravio at Link's House after you discover either the Power Glove or Zora's Flippers. Sold by Ravio at Link's House after you obtain all three Pendants of Virtue. Mother Maiamai will upgrade it if you buy it and bring her 10 lost Maiamais.
	Scoot Fruit	Kakariko Village and Lake Hylia	Sold by the Item Shops in Hyrule for 50 Rupees. Use it in any dungeon to instantly return to the dungeon's entrance.
	Shield	Kakariko Village and Lake Hylia	Sold by the Item Shops in Hyrule for 50 Rupees. Use it to block incoming physical attacks, such as thrown spears or arrows.
	Smooth Gem	Kakariko Village	Sold by the Street Merchant at Kakariko Village after Link encounters the Thief at Zora's Domain. Give it to the Zora Queen to receive Zora's Flippers.
	Stamina Scroll	Death Mountain (Lorule)	Hidden inside the Ice Ruins dungeon. It lengthens Link's energy gauge, letting him perform more energy-based tasks in a row before becoming winded.
	Super Lamp	Reward for clearing the Treacherous Tower's	Advanced stage (50 floors)
	Super Net	Reward for clearing the Treacherous Tower's	Advanced stage (50 floors) for the second time.
	Titan's Mitt	Desert	Hidden inside the Desert Palace. More powerful than the Power Glove, the Titan's Mitt lets Link lift small and large rocks alike!
	Tornado Rod	Hyrule Castle	Rented by Ravio at Link's House after you discover either the Power Glove or Zora's Flippers. Sold by Ravio at Link's House after you obtain all three Pendants of Virtue. Mother Maiamai will upgrade it if you buy it and bring her 10 lost Maiamais.
	Triforce of Courage	Anywhere	Given to Link by the Seven Sages after Link rescues all Seven Sages. A sacred item of great power that's needed to challenge Yuga Ganon.
	Yellow Potion	Sanctuary & Zora's Domain	Makes Link invincible for a short time. The Witch will brew some up for you in exchange for 10 monster horns.
	Zora's Flippers	Sanctuary & Zora's Domain	Given by Oren, the Zora Queen, after Link buys the smooth gem in Kakariko Village and brings it to Oren.



Legendary Checklist

Hyrule Chests

Nearly 30 chests are scattered throughout Hyrule, each one containing its own, wondrous treasure. Some chests contain valuable Rupees, others might hold anything. Use the following checklist and make sure to plunder every chest in Hyrule!

Hyrule Chests

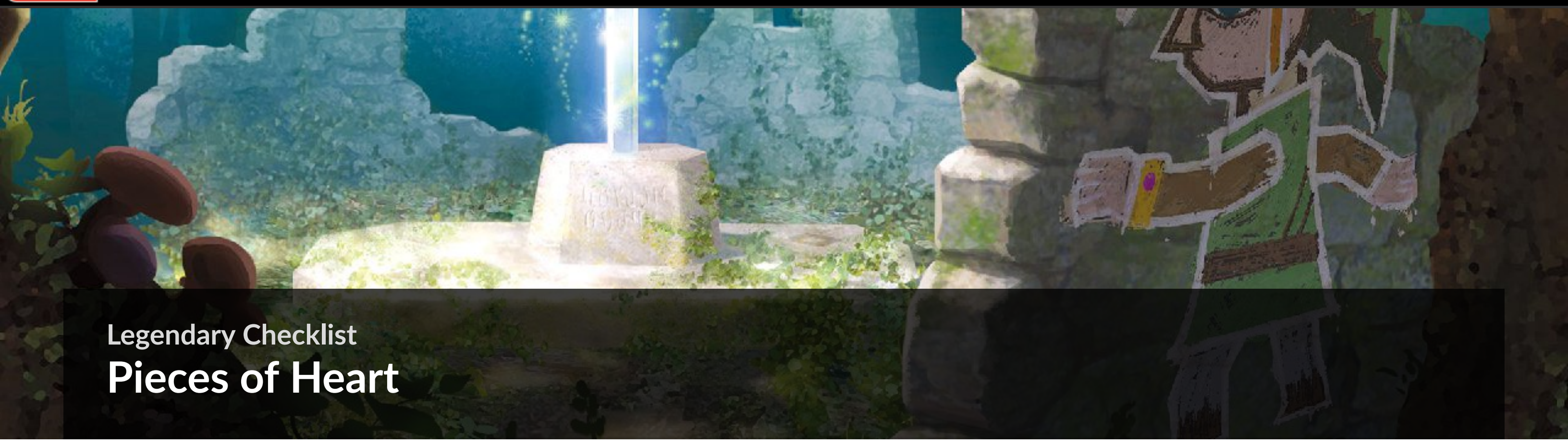
Chest (Contents)	Region	Notes
Hyrule Chest #1 (Lamp)	Sanctuary & Zora's Domain	In the secret passage that leads from the Graveyard to the Sanctuary.
Hyrule Chest #2 (Red Rupee)	Sanctuary & Zora's Domain	In the secret passage that leads from the Graveyard to the Sanctuary.
Hyrule Chest #3 (Small Key)	Sanctuary & Zora's Domain	In the secret passage that leads from the Graveyard to the Sanctuary.
Hyrule Chest #4 (Purple Rupee)	Hyrule Castle	Atop the walls of Hyrule Castle (can be reached after you speak with Princess Zelda).
Hyrule Chest #5 (Blue Rupee)	Hyrule Castle	Inside Hyrule Castle's west wing (ground floor).
Hyrule Chest #6 (Red Rupee)	Kakariko Village	Inside the cave at Kakariko Village's north end.
Hyrule Chest #7 (Purple Rupee)	Lake Hylia	In a cave near Lake Hylia's southwest corner. Light the cave's two braziers to reveal the chest.
Hyrule Chest #8 (Red Rupee)	Eastern Ruins	At the end of a trail in the Eastern Ruins, guarded by Armos
Hyrule Chest #9 (Purple Rupee)	Lost Woods	Given to Link by Rosso after you pick up and throw all of the small rocks around his house.
Hyrule Chest #10 (Red Rupee)	Sanctuary & Zora's Domain	On a high ledge near a pit on the way to Zora's Domain (merge around to reach it).
Hyrule Chest #11 (Silver Rupee)	Sanctuary & Zora's Domain	Inside the Treasure Hunter cave near the river to the northeast of Hyrule Castle (you must bomb open the cave).
Hyrule Chest #12 (Silver Rupee)	Sanctuary & Zora's Domain	Surrounded by wooden pegs on the high ledge to the west of the Sanctuary grounds (the hammer is required).
Hyrule Chest #13 (Red Rupee)	Lost Woods	Inside a cave that's blocked by a peg behind Rosso's house (the hammer is required).
Hyrule Chest #14 (Silver Rupee)	Kakariko Village	In the storage shed near Sahasrahla's house (merge past the bars to reach it).
Hyrule Chest #15 (Silver Rupee)	Southern Ruins	On a high ledge near the desert's entry area. (You must make a long merge journey around the cliffs to reach it.)
Hyrule Chest #16 (Gold Rupee)	Lake Hylia	In the secret cave near the Fairy Fountain near the Racing Bro. (Bomb the wall just to the west of the Fairy Fountain's entrance.)
Hyrule Chest #17 (Silver Rupee)	Eastern Ruins	Inside the Treasure Hunter cave near the Eastern Palace.
Hyrule Chest #18 (Red Rupee)	Eastern Ruins	On a high ledge near the Eastern Palace. (Use the Hookshot on the peg near the chest to zip over to it.)
Hyrule Chest #19 (Silver Rupee)	Eastern Ruins	On a high ledge near the Eastern Palace (merge around the north cliff to reach it).
Hyrule Chest #20 (Red Rupee)	Lake Hylia	On a high ledge to the east of Lake Hylia (merge along the cliff to reach it).
Hyrule Chest #21 (Blue Rupee)	Death Mountain (Hyrule)	Inside a small cave near the Death Mountain weather vane.
Hyrule Chest #22 (Purple Rupee)	Death Mountain (Hyrule)	Inside a secret cave to the west of the cave with the Blue Rupee chest near the Death Mountain weather vane. (You must merge across the cliff and bomb open the cave.)
Hyrule Chest #23 (Monster Guts)	Death Mountain (Hyrule)	Inside a small cave with fairies at the bottom of Death Mountain. (You must merge over to the cave and use bombs or the hammer to destroy the boulders blocking the chest.)
Hyrule Chest #24 (Monster Guts)	Death Mountain (Hyrule)	Behind some pegs at the top of the first rolling boulder passage as you scale the mountain (the hammer is required).
Hyrule Chest #25 (Red Rupee)	Death Mountain (Hyrule)	On a high ledge that you can reach by taking the second (higher) exit out of the first rolling boulder passage.
Hyrule Chest #26 (Monster Guts)	Death Mountain (Hyrule)	At the top of the second rolling boulder passage, on the passage's east side.
Hyrule Chest #27 (Silver Rupee)	Death Mountain (Hyrule)	Found in the Treasure Hunter cave atop Death Mountain.
Hyrule Chest #28 (Red Rupee)	Lost Woods	In the Lost Woods' entry area, beyond a large rock that requires the Titan's Mitt to lift.
Hyrule Chest #29 (Silver Rupee)	Southern Ruins	Found in the Treasure Hunter cave in the Southern Ruins. The Titan's Mitt is required to lift the large rocks that seal off the cave.

Legendary Checklist

Lorule Chests

The shadowy land of Lorule has its own share of treasures, many of which are kept within chests. Use the following checklist to track down each and every treasure chest in Lorule.

Chest (Contents)	Region	Notes
Lorule Chest #1 (Silver Rupee)	Thieves' Town & Lorule Castle	Inside the cave that's just south of the Octoball Derby game. (Use Big Bomb Flower to blast open the cave.)
Lorule Chest #2 (Silver Rupee)	Thieves' Town & Lorule Castle	On a high standalone ledge with a cave at its base and two pegs on top. Reaching it requires the Hookshot and moving through fissures.
Lorule Chest #3 (Bottle #5)	Thieves' Town & Lorule Castle	Inside the Vacant House (enter from the back side).
Lorule Chest #4 (Gold Rupee)	Thieves' Town & Lorule Castle	Found inside the secret Treasure Hunter cave hidden in the bushes northwest of the Vacant House.
Lorule Chest #5 (Silver Rupee)	Thieves' Town & Lorule Castle	Inside the Big Bomb Flower cave east of the Southern Ruins (near a piece of heart).
Lorule Chest #6 (Gold Rupee)	Thieves' Town & Lorule Castle	Inside the Big Bomb Flower cave east of the Southern Ruins (near a piece of heart).
Lorule Chest #7 (Silver Rupee)	Dark Ruins	North of the Lakeside Item Shop, just sitting out in the open.
Lorule Chest #8 (Silver Rupee)	Graveyard	Sitting out in the open, just east of the Graveyard. Surrounded by Moblins armed with shields and spears.
Lorule Chest #9 (Silver Rupee)	Lorule Lake	Sitting out in the open on the high ledge up north. You must travel south from the Dark Ruins' entrance to reach it.
Lorule Chest #10 (Red Rupee)	Dark Ruins	In the Dark Ruins, atop some stairs. You must merge and slip past a Lorule Soldier to reach it.
Lorule Chest #11 (Silver Rupee)	Death Mountain (Lorule)	At the circle just south of the Treacherous Tower, defeat all of the Ice Gimos to make a chest appear.
Lorule Chest #12 (Monster Tail)	Death Mountain (Lorule)	On a high ledge just south of the Treacherous Tower. You must drop to a nearby ledge to the east, then merge and slide over to the chest ledge.
Lorule Chest #13 (Gold Rupee)	Death Mountain (Lorule)	On a high ledge beyond the icy cavern. Take the west route inside the icy cavern and then go south to reach it.
Lorule Chest #14 (Silver Rupee)	Death Mountain (Lorule)	At a dead-end beyond a trio of lifeless Ice Gimos west of the Ice Ruins. (Melt the Ice Gimos with the Fire Rod.)
Lorule Chest #15 (Silver Rupee)	Thieves' Town & Lorule Castle	After you clear the Thieves' Hideout dungeon, the Thief Girl appears in the empty cave at the Southern Ruins' north end. She has prepared a chest for Link.
Lorule Chest #16 (Gold Rupee)	Misery Mire	Found at the end of the Treasure Hunter cave in the entrance to Misery Mire. The Sand Rod and Tornado Rod are required.
Lorule Chest #17 (Green Rupee)	Graveyard	In the Graveyard's secret passage in Lorule.
Lorule Chest #18 (Blue Rupee)	Graveyard	In the Graveyard's secret passage in Lorule.
Lorule Chest #19 (Red Rupee)	Graveyard	In the Graveyard's secret passage in Lorule.
Lorule Chest #20 (Master Ore #2)	Graveyard	In the Philosopher's cave (Lorule's version of the Sanctuary), on a high ledge. The only way to reach the chest is by using the Titan's Mitt to open the secret passage in Lorule's Graveyard and then travel through the passage.
Lorule Chest #21 (Purple Rupee)	Skull Woods	In a chest in the Skull Woods that can only be reached by taking the final exit from the Skull Woods dungeon.



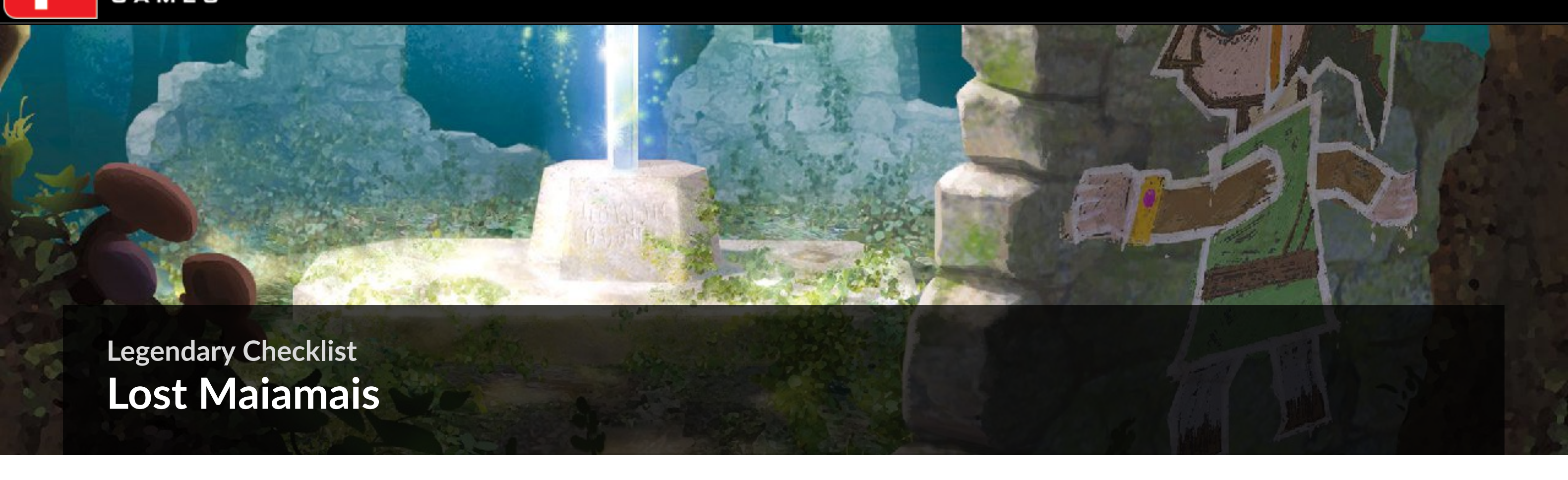
Legendary Checklist

Pieces of Heart

Collect four pieces of heart, and you'll add another heart to Link's life gauge, making him tougher to defeat. With 28 pieces of heart to collect in all, a total of eight hearts can be added to Link's life gauge by collecting these precious prizes. Seek out pieces of heart wherever you go!

Piece of Heart	Region	Notes
Piece of Heart #1	Kakariko Village	Reward for beating the "Rooster" level of the Cucco Ranch minigame.
Piece of Heart #2	Hyrule Castle	Behind the Blacksmith's Forge (merge around the building).
Piece of Heart #3	Sanctuary & Zora's Domain	In a secret cave behind the second waterfall south of Zora Lake (Zora Flippers are required to reach it).
Piece of Heart #4	Sanctuary & Zora's Domain	In the Graveyard's secret passage to the Sanctuary, on a high ledge (merge around to reach it).
Piece of Heart #5	Lost Woods	Beyond a thin gap between the walls just south of a log (merge through the thin gap to reach it).
Piece of Heart #6	Kakariko Village	Inside the small cave at the northwest corner of Kakariko Village. You must throw the small rocks above the cave and jump from the ledge there and land in the nearby hole.
Piece of Heart #7	Hyrule Castle	On the ground on the east side of Hyrule Castle, surrounded by small rocks.
Piece of Heart #8	Kakariko Village	Reward for setting the high score on the Rupee Rush minigame.
Piece of Heart #9	Southern Ruins	Visible in the Southern Ruins, but surrounded by statues. To reach it, you must bomb open the secret passage near the two statues to the east, near Lake Hylia.
Piece of Heart #10	Lake Hylia and Lost Woods	Reward for beating the Intermediate level of the Hyrule Hotfoot minigame.
Piece of Heart #11	Eastern Ruins	In a cave that's just south of the Eastern Palace. To reach it, you must bomb open the cave and then merge along the wall.
Piece of Heart #12	Eastern Ruins	Surrounded by pegs in the Tektite-filled basin to the south of the Eastern Palace (the hammer is required to reach it).
Piece of Heart #13	Death Mountain (Hyrule)	Atop Death Mountain, on the secret passage to the Fairy Fountain just west of the Tower of Hera.
Piece of Heart #14	Death Mountain (Hyrule)	Inside the volcano that leads to Rosso's ore mine, on a high platform beyond the moving springboard platforms.
Piece of Heart #15	Kakariko Village	Given to Link by the Young Woman in Kakariko Village. Merge and slip through the fissure in Thieves' Town to enter the Young Woman's locked house in Kakariko Village.
Piece of Heart #16	Thieves' Town & Lorule Castle	Won from the Fortune's Choice game in Thieves' Town.
Piece of Heart #17	Thieves' Town & Lorule Castle	Prize for beating the high score in Lorule's Rupee Rush minigame.
Piece of Heart #18	Thieves' Town & Lorule Castle	Reward for scoring 100 points (Rupees) on the Octoball Derby minigame.
Piece of Heart #19	Thieves' Town & Lorule Castle	Inside the Big Bomb Flower cave east of the Southern Ruins.
Piece of Heart #20	Skull Woods	Right near Sahasrahala's house (in Lorule). Merging and fissure travel are required to reach it.
Piece of Heart #21	Skull Woods	On the porch of the abandoned shack. Climb the ladder to the south and use a cucco to reach it.
Piece of Heart #22	Sanctuary & Zora's Domain	Kept in the high cave north of the Graveyard. You must bomb open a fissure in Lorule and travel through the fissure to reach the cave.
Piece of Heart #23	Dark Ruins	In the Dark Ruins, on a narrow beam. You must avoid the Lorule Soldiers to get it.
Piece of Heart #24	Death Mountain (Lorule)	Reward for clearing the Treacherous Tower's Intermediate level (15 floors).
Piece of Heart #25	Death Mountain (Hyrule)	On a standalone cliff near a stone fissure pillar. During the journey to the Ice Ruins, take the west path in Lorule's icy cavern and then go north. Use the fissure when you emerge from the cavern to reach the piece of heart in Hyrule.

Piece of Heart #26	Misery Mire	Requires the Sand Rod and bombs. In the desert in Hyrule, you must bomb open a high fissure by throwing a bomb at the fissure from a ledge that requires the Sand Rod to reach. Travel through the fissure to emerge in Lorule, near the piece of heart.
Piece of Heart #27	Hyrule Castle	In the cave near the Blacksmith, which is blocked by a large rock. The Titan's Mitt is required.
Piece of Heart #28	Lorule Lake	Can only be obtained while exploring the Turtle Rock dungeon. Use the dungeon's northwest exit to reach it.



Legendary Checklist

Lost Maiamais

Once you can rent bombs from Ravio, use them to blast open the unusual cave to the east of Link's House. This cave is marked with a sign that warns of some sort of strange creature inside...

The cave is home to a kind but troubled creature named Mother Maiamai. The poor creature says that all 100 of her children have gone missing, and she begs Link to help find and return her lost tykes.

Mother Maiamai gives you the Maiamai Map. This special map shows the locations of all Maiamais in each area of Hyrule (and later, Lorule). There are 100 lost Maiamais to locate in all, so you've got your work cut out for you!

Once you meet Mother Maiamai, you'll start noticing lost Maiamais in all sorts of predicaments around the world. Some are simply hidden in bushes, tall grass, pots, or under small or large rocks. These can be found simply by cutting the grass, smashing the pots, and lifting and throwing the rocks. Other Maiamais require a bit more effort...

The Maiamai's Cry

Many lost Maiamais are hidden around the world, and cannot be seen until discovered. Listen for the telltale chirping that each lost Maiamai makes, then search your surroundings thoroughly!

Maiamai	Region	Notes
Lost Maiamai #1	Lake Hylia	Stuck to the wall near Mother Maiamai's cave.
Lost Maiamai #2	Sanctuary & Zora's Domain	Stuck to the wall inside the Witch's House.
Lost Maiamai #3	Sanctuary & Zora's Domain	Stuck to the high wall above the pit on the way to Zora's Domain (merge around to reach it).
Lost Maiamai #4	Sanctuary & Zora's Domain	Underwater in Zora Lake (just outside the Zora Queen's cave).
Lost Maiamai #5	Sanctuary & Zora's Domain	Stuck to the wall above a ladder along the Zora River (Zora's Flippers are required to reach it).
Lost Maiamai #6	Sanctuary & Zora's Domain	Underwater near the wooden bridge along Zora River.
Lost Maiamai #7	Sanctuary & Zora's Domain	Stuck to the wall just southwest of the Sanctuary.
Lost Maiamai #8	Lost Woods	Underwater in the small pond north of the Blacksmith.
Lost Maiamai #9	Lost Woods	Stuck to the cliff just south of Rosso's place (the ore miner).
Lost Maiamai #10	Lost Woods	Under a small rock in the Lost Woods' entry area.
Lost Maiamai #11	Lost Woods	In a bush in the Lost Woods' entry area.
Lost Maiamai #12	Lost Woods	Visible in a tree in the Lost Woods' entry area (dash with the Pegasus Boots to knock it down).
Lost Maiamai #13	Lost Woods	Under a small rock in the passage north of Kakariko Village that leads into the Lost Woods. (The hammer is required to pound down pegs and reach it.)
Lost Maiamai #14	Kakariko Village	In a bush on Kakariko Village's east side.
Lost Maiamai #15	Kakariko Village	Under a rock atop a roof in Kakariko Village. Grab a cucco and glide to the roof from the ledge near Sahasrahla's house.
Lost Maiamai #16	Lost Woods	Stuck to the side of the Fortune-Teller's tent.
Lost Maiamai #17	Hyrule Castle	Hidden in a tree just behind the Blacksmith's Forge (dash into the tree with the Pegasus Boots).
Lost Maiamai #18	Hyrule Castle	Hidden under the Tornado Tiles right near the Blacksmith's Forge (use the Tornado Rod to discover it).
Lost Maiamai #19	Hyrule Castle	Hidden under the Tornado Tiles just south of Hyrule Castle (across the moat).
Lost Maiamai #20	Hyrule Castle	Visible in a tree on the west side of Hyrule Castle, right next to the castle's wall.
Lost Maiamai #21	Hyrule Castle	Stuck to the back of Link's House (merge around the building to reach it).
Lost Maiamai #22	Hyrule Castle	Hidden in a tree just to the west of Link's House.
Lost Maiamai #23	Hyrule Castle	Visible in a tree at the north end of Gulley's woods.
Lost Maiamai #24	Hyrule Castle	Hidden in a tree just east of the Cucco Ranch (right next to the ranch's fence).
Lost Maiamai #25	Lost Woods	Stuck to the wall in the Rupee Rush minigame area. (You must pay 50 Rupees to play the game and explore the playing field.)
Lost Maiamai #26	Southern Ruins	Underwater near the Treasure Hunter cave that's blocked by large rocks.
Lost Maiamai #27	Southern Ruins	Visible atop a pillar in the ruins. (Dash into the pillar with the Pegasus Boots to knock it down.)
Lost Maiamai #28	Southern Ruins	Underwater in the secret passage that you must bomb open by placing a bomb between the two statues near Lake Hylia. (The passage also leads to a piece of heart.)
Lost Maiamai #29	Lake Hylia	Underwater in Lake Hylia, near the House of Gales.
Lost Maiamai #30	Lake Hylia	Hidden under a single Tornado Tile near the House of Gales. (Look behind the House of Gales and use the Tornado Rod to blow away the lone tile.)
Lost Maiamai #31	Eastern Ruins	Underwater in the river north of Lake Hylia and the House of Gales.
Lost Maiamai #32	Lake Hylia	Underwater in the river east of Lake Hylia and the House of Gales.
Lost Maiamai #33	Eastern Ruins	Visible atop a tall brown tree at the south end of the Eastern Ruins.
Lost Maiamai #34	Eastern Ruins	Stuck to the high wall near the Eastern palace (merge around to reach it).
Lost Maiamai #35	Eastern Ruins	Hidden in a tree just south of the Great Fairy's cave near the entrance to the Eastern Ruins.
Lost Maiamai #36	Eastern Ruins	Visible atop a rock near the roaming Octoroks just west of the Eastern Ruins.
Lost Maiamai #37	Death Mountain (Hyrule)	Under a Rupee Rock near the Death Mountain weather vane (east of the wooden bridge).
Lost Maiamai #38	Death Mountain (Hyrule)	Stuck to a high wall that you can reach by taking the second (higher) exit out of the first rolling boulder passage.
Lost Maiamai #39	Death Mountain (Hyrule)	Stuck to the wall near the Treasure Hunter cave atop Death Mountain (east of the Tower of Hera).
Lost Maiamai #40	Death Mountain (Hyrule)	On a low ledge near the Bouldering Guy. (You must pass through the volcano that leads to Rosso's ore mine to reach it).
Lost Maiamai #41	Death Mountain (Hyrule)	Hidden under a small rock beyond a broken bridge in Rosso's ore mine. The Hookshot is required to reach it.
Lost Maiamai #42	Thieves' Town & Lorule Castle	Stuck to the side of the Blacksmith's Forge (merge around the building to reach it).
Lost Maiamai #43	Thieves' Town & Lorule Castle	Hidden in a tree in Thieves' Town, in the southeast corner of town.
Lost Maiamai #44	Thieves' Town & Lorule Castle	Stuck to the wall of a broken building in Thieves' Town.
Lost Maiamai #45	Thieves' Town & Lorule Castle	Hidden within Big Bomb Flower. Without moving Big Bomb Flower, hit it to expose the Maiamai.
Lost Maiamai #46	Thieves' Town & Lorule Castle	Stuck to the north wall in the Lorule Rupee Rush playing area (you must pay to play the game and enter the playing field).
Lost Maiamai #47	Thieves' Town & Lorule Castle	In a bush near the Octoball Derby minigame
Lost Maiamai #48	Thieves' Town & Lorule Castle	Stuck to a high wall south of the Octoball Derby game. Reaching it requires merging and moving between fissures.
Lost Maiamai #49	Thieves' Town & Lorule Castle	Stuck to the wall just north of the Vacant House.
Lost Maiamai #50	Thieves' Town & Lorule Castle	Hidden in a tree just northeast of the Vacant House, near the edge of the chasm.
Lost Maiamai #51	Thieves' Town & Lorule Castle	Stuck to Lorule Castle's exterior wall, on the castle's southeast corner.
Lost Maiamai #52	Thieves' Town & Lorule Castle	Underwater in the pond in the Southern Ruins.
Lost Maiamai #53	Thieves' Town & Lorule Castle	Visible atop a pillar in the southern ruins.
Lost Maiamai #54	Thieves' Town & Lorule Castle	Stuck to the wall in the Southern Ruin's northeast corner.
Lost Maiamai #55	Skull Woods	Stuck to the side of the storage shed near Sahasrahla's house (in Lorule).
Lost Maiamai #56	Skull Woods	Stuck to the wall north of Sahasrahla's house (in Lorule).
Lost Maiamai #57	Skull Woods	Stuck to the wall in the Moblin pit.
Lost Maiamai #58	Skull Woods	In the bushes in the center of the "V" of trees.
Lost Maiamai #59	Skull Woods	Hidden in a tree just south of the shack that is Lorule's version of the Miner's House.
Lost Maiamai #60	Skull Woods	Under a skull in the Skull Woods' northwest corner.
Lost Maiamai #61	Skull Woods	In the tall grass in the Skull Woods, just east of the fissure pillar.
Lost Maiamai #62	Lorule Lake	Stuck to the wall just south of the Lakeside Item Shop.
Lost Maiamai #63	Lorule Lake	Underwater in Lorule Lake, just east of the dungeon.
Lost Maiamai #64	Lorule Lake	Stuck to the southern wall, on the lake's east bank.
Lost Maiamai #65	Lorule Lake	Under a skull on a high north ledge on the lake's east bank. Must climb the nearby ladder and merge around the wall, passing above a fissure.
Lost Maiamai #66	Graveyard	Stuck to the wall north of the Graveyard.
Lost Maiamai #67	Graveyard	Hidden in a tree to the east of the Graveyard, near the east chasm.
Lost Maiamai #68	Sanctuary & Zora's Domain	High on the cliff north of the Graveyard. You must bomb open a fissure in Lorule and travel through the fissure to reach it.
Lost Maiamai #69	Dark Ruins	Visible atop a tall rock in the rocky area filled with Slaroks, just west of the Dark Ruins.
Lost Maiamai #70	Dark Ruins	Hidden in a standalone tree in the region's southwest corner, near the chasm.
Lost Maiamai #71	Dark Ruins	Hidden in a tree just south of the entrance to the Dark Ruins.
Lost Maiamai #72	Dark Ruins	Stuck to the wall just inside the Dark Ruins.
Lost Maiamai #73	Dark Ruins	Stuck to the high wall in the region's southeast area, which you visit by taking the southeast exit from the Dark Ruins. You must merge and make a long, counterclockwise journey around the upper cliff to reach it.
Lost Maiamai #74	Dark Ruins	About halfway through the Dark Ruins, stuck to the wall near a piece of heart and some green braziers.
Lost Maiamai #75	Dark Ruins	Hidden in tall grass on a high ledge with a fissure at the ledge's base. It's found along the same route you'd take to reach Zora's Domain in Hyrule. You must make a long merge-journey to reach it.
Lost Maiamai #76	Dark Ruins	Underwater near the giant waterfall, where Zora's Lake exists in Hyrule.
Lost Maiamai #77	Dark Ruins	Underwater at the end of the river, near the waterfall cave that is home to a frightened Hinox.
Lost Maiamai #78	Dark Ruins	Underwater on the west side of the river. You must merge into the wall near the Hinox's waterfall cave and then slide westward across the chasm to reach it.
Lost Maiamai #79	Death Mountain (Lorule)	Under a skull on a small, high ledge that's south of the Treacherous Tower. Reach it by traveling through the fissure near the Death Mountain weather vane in Hyrule.
Lost Maiamai #80	Death Mountain (Lorule)	Stuck to a high wall to the southeast of the Lorule Death Mountain weather vane. You must merge-trek from the higher trail to reach it.
Lost Maiamai #81	Death Mountain (Lorule)	Under a skull on a ledge beyond the icy cavern. You must take the west route inside the icy cavern and then go south to reach it. (Fall to the lower outdoor ledge with the skull.)
Lost Maiamai #82	Death Mountain (Lorule)	Stuck to the wall right near the Ice Ruins' entrance.
Lost Maiamai #83	Kakariko Village	Hidden in the sand in the cucco pen in Kakariko Village (the Sand Rod is required).
Lost Maiamai #84	Misery Mire	Stuck to the wall right below the Misery Mire weather vane.
Lost Maiamai #85	Desert	Hidden under the sand in the desert, just south of the twin fissure rocks.
Lost Maiamai #86	Misery Mire	Underwater in Misery Mire's southwest corner.
Lost Maiamai #87	Desert	Hidden under the sand near the Desert Palace weather vane.
Lost Maiamai #88	Graveyard	Under a large rock near the entrance to the Philosopher's cave (Lorule Sanctuary).
Lost Maiamai #89	Lost Woods	Stuck to the side of the cliff above the entrance to Death Mountain. To reach it, you must lift the large rock within Death Mountain's entry passage with the Titan's Mitt.
Lost Maiamai #90	Hyrule Castle	Just outside Treasure Cave #2, under a large rock amidst a circle of small rocks atop a high ledge. You can reach this easily by traveling through a fissure in Lorule, or you can make a long merge-journey around the cliffs in Hyrule to reach it.
Lost Maiamai #91	Desert	Under a large rock in the desert's entry area, just south of a fissure.
Lost Maiamai #92	Eastern Ruins	Under a large rock on a high ledge in the southeast basin, where the Tektites roam. You must perform a long merge-journey around the high cliffs to reach it.
Lost Maiamai #93	Lake Hylia	Under a large rock on a high ledge that's just south of the Racing Bro who runs the Hyrule Hotfoot game. Merge and travel south from the Racing Bro to reach it.
Lost Maiamai #94	Skull Woods	Under a large rock in one of the southern paths that lead into the Skull Woods.